Castles & Crusades®

Fantasy Role Playing Game

Monsters & Treasure

Troll Lord Games

Monsters & Treasure

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Upon the Edge of Battle Lie the Spoils of Glory

Upon wind-swept battlefields, they seek their glory. With weapons of steel, stout shields, and sorcery, they drive ever onward, seeking the grandeur of conflict with creatures of terrible wrath or beasts of legend. In all hours of every day, they gird themselves for war and struggle, to drive those evil beings of foul intent to doom and oblivion. But before glory can be obtained, before fame and riches can be won by these heroes of renown, they must face and overcome those that would oppose them - monsters.

The great hosts of creatures lurking in fantasy worlds are as numerous as the stars in the sky. Some are foul and evil, while others are wondrous and wise, and earn the respect of all good folk. But they are all creatures that have their own wills and serve their own interests, beyond the ken of the noble adventurer. Adventurers must contend with the self-determination of monsters, and either overcome them or adapt to them. Dragons that sleep upon mounds of gold, orcs living in the squalor of their plunder, a sphinx guarding the magics of ancients armed with enigmas; all of these are classified as monsters.

After the battles have ended, and the deeds of valor and renown have been performed, there is often wealth found at the feet of victory. All creatures hold certain things dear, and beasts, overcome in battle, yield the fruit of their lives to those bold and skilled enough to take them. Ancient scrolls, magic swords, shields of wonder, potions, rings, magic wands, and untold wealth in coins, gems, and jewels … all of these things are a salve to ease the sting of wounds suffered in hard-won battles.

What Lies Herein

Castles & Crusades Monsters and Treasure is a core rule book for the *Castles & Crusades Role Playing Game*. It is designed to be used with the *Castles & Crusades Players Handbook*. In it, you will find a wealth of information about roleplaying monsters, handling combat with monsters, creating monsters and defining and awarding treasures. Monsters & Treasure is divided into two parts.

Part One brings to you, the Castle Keeper, a host of monsters that you can use to populate your adventures and your campaign world. Listed alphabetically, they include monsters like the ever popular dragons, orcs, and giants, as well as unusual creatures like the chimera, the lamia, and the shambling mound. Each monster is fully described, complete with important statistics, for your ease of use.

Part Two deals with the adventurer's favorite topic: treasure. For your reference, this section discusses specific treasures that can be found by brave and enterprising adventurers, and provides advice about how to award them. This section also contains a discussion about the mundane or extraordinary items that can comprise treasure, rules for the creation of magic items in Castles & Crusades, and random treasure charts to serve as an aid for the Castle Keeper.

MONSTERS

The monsters that populate worlds of adventure are drawn from a multitude of sources. Mythological stories, books of fantasy and science fiction, poems, lays, and sagas all supply the imaginative gamer with source material for new and ever more wonderful monsters. We have tried to include some of the more popular versions of monsters in this book, but sprinkled throughout are a number of obscure and rare beasts as well.

WHAT ARE THEY & HOW TO PLAY THEM

Monsters serve two key roles in Castles & Crusades. One is that they can be used as background material. For example, Umladen Stonebrow has gathered his cousins to plunder the long abandoned mines of Dwarfhole. Within are many creatures, including trolls and orcs, but even naga and other creatures more strange and twisted. In this instance, the implied presence of monsters serves to heighten the perceived and real dangers of Dwarfhole, and lends a particular mood to the setting.

Alternatively, a monster may be the goal of the adventure. For example, Beorn stalks a trackless waste to search for the dragon that lies at the roots of the great mountain, Uji. Beorn's intent is to slay the beast and free the mountain of its dominance. Once this deed is finished, he will be accounted a great hero, and will earn the wealth of history's remembrance. In this instance, the monster itself is the entire purpose of the adventure.

Depending on their race, alignment, and the Castle Keeper's designs, monsters can either impede or aid adventurers. Whatever their purpose, monsters should be treated as creatures that have lives separate from the adventure. They have goals and motivations, their own homes and routines, and they often value their own lives as much as a stalwart adventurer values his own. As often as not, an orc that raids a camp at night does not want to fall at the hands of a savage elf any more than said elf wants his life cut short by the orc's curved scimitar. Monsters act in their own best interests, most of the time, and the intelligent monsters are capable of making rational decisions.

Playing monsters like characters is a good way to give an adventure more plausibility, accentuating the experience for all involved. Further, it is the best way to make a game challenging and memorable. A kobold band that blindly attacks an adventuring party and dies within a few rounds is not compelling when compared to kobolds that sneak through the dark, harassing a party with crossbow bolts and sling bullets, driving the characters into combat, but on their own terms, refusing to give battle in open ground.

Dragons deserve special attention. They are old creatures that speak their own tongues and live from an ageless perspective in which the concerns of elves and men are little more than distant murmurs. Behind them are memories of lifetimes, histories, deeds, and marvels beyond the scope of those who would plunder their hard-earned hoards. It is useful to consider the perspectives of any and all monsters while preparing for play, so that nuances like this can add flavor and dimension to the game.

MONSTER CHARACTERISTICS

Number Encountered (No. Encountered) reflects the average number of creatures encountered. There may be several listings that reflect different encounter areas. For instance, an orc is listed as 2-12, 10-100. These represent a raiding party and the entire tribe or clan, respectively. Some monsters are not assigned exact numbers, such as bison or other herd animals. These herds can range from small groups of 3 to 5 members, to huge herds of 10,000 or more. The Castle Keeper should always manage the number of monsters while considering the plot of the adventure and the relative power of the party.

SIZE (SIZE) is the approximate height of a creature. There are three sizes of monster in Castles & Crusades: small, medium and large. Small represents any height less than 5 feet, medium is any height between 5 and 7 feet, and large is any height over 7 feet. Castle Keepers should take note that those creatures who have the ability to swallow a victim whole, such as the tyrannosaurus rex and the purple worm, are not going to be able to swallow all creatures. Circumstances must dictate the action and Castle Keepers should use their best judgment.

HIT DICE (HD) is a creature's hit dice. The hit dice is the equivalent of the monster's level. The hit dice represents the number (and type) of die rolled for the creature's hit points. For example, a monster with 2 (d8) hit dice has 2d8 hit points. A monster's hit dice is also equivalent to the monster's base attack roll modifier. For example, a 3 hit dice creature receives a base bonus of +3 to all attacks.

MOVE (MOVE) represents the monster's base movement rate. A creature's movement rate represents the number of feet an unencumbered and unimpeded monster can move in any given round, at a walking pace.

ARMOR CLASS (AC) is a creature's normal armor class. It is an abstract representation of the difficulty of striking a monster in combat and inflicting damage. An attacker's roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn, but in the case of many monsters it represents their natural hides or skins.

ATTACKS (ATTACKS) list the variety of weapons, both natural and manufactured, that monsters may use in battle. All of the monster's physical attack forms are listed here. The number of attacks is listed first. If there is no number, then only one attack per round is assumed. The form of attack is listed next. Damage from each form of attack is included in the adjacent parentheses. An attack listing of 2 Claw (1d6); Bite (1d8) would mean that the creature can attack three times per round: twice with claws, for 1d6 points of damage each, and once with a bite, for 1d8 points of damage.

SPECIAL (SPECIAL) refers to all of a creature's special abilities: offensive, defensive, and miscellaneous. Generally, specific descriptions for each monster are provided in the monster's listing. The exceptions to this are as follows:

Deepvision: Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

Darkvision: In a similar manner to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

Duskvision: Some creatures can see in starlight and moonlight just as others can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight, or in similar conditions of poor illumination.

Immunity/Resistance describes any innate immunity that a monster possesses. The type of immunity is listed, followed by a bracketed damage descriptor that indicates the limits of the immunity. For instance, "Immune: Acid (half damage, quarter damage save)" means that the creature always takes half damage from any acid-based attack, but if it makes a successful saving throw, it suffers only one fourth of the normal damage.

Regeneration: A creature with this ability is difficult to kill, as the creature automatically heals damage at a fixed rate per round, as given in the entry. The number following the listing in the creature's stat block designates how many hit points that creature can heal in a round. For instance, the troll with a "Regeneration 2", heals 2 hit points per round. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. Healing starts the round immediately following the round in which damage was taken.

Scent allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. These creatures are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper's discretion.

Spell Resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is targeted at a creature with spell resistance, the caster of the spell must roll 1d20, unmodified. If the result is equal or greater than the creature's spell resistance rating, than the spell can affect that creature. Otherwise, the creature's spell resistance causes the spell to dissipate harmlessly. Certain spells are not subject to spell resistance, as detailed in their descriptions in the *Castles & Crusades Players Handbook*. A monster's spell resistance is listed in its stat block with the abbreviation SR. For example a Dryad's spell resistance is 10 and it is listed on the Special heading as "SR 10". If a monster does not have a spell resistance no listing is given.

Twilightvision: Even under starlight, moonlight or torchlight these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

SAVES (SAVES) represents the saving throws and attribute check categories for monsters. Saving throws are made in the same manner as for characters, but with broader descriptors. Each monster is listed as having either physical (P), mental (M), both (P+M) or none (N) as its saving throw category. The category roughly equates to primary or secondary attributes and thus the base number needed to make a saving throw. Physical attributes are strength, constitution, and dexterity. Mental attributes are intelligence, wisdom, and charisma. A goblin has a physical saving throw category, so it makes all saving throws or checks dealing with strength, dexterity, or constitution with a challenge base of 12, and all saving throws or checks dealing with intelligence, wisdom, or charisma with a challenge base of 18.

INTELLIGENCE (INT) reflects a general level of mental aptitude. It represents a monster's ability to learn quickly, and apply that learning effectively, as well as its capacity for logic and deductive reasoning. Monsters possess a much broader range for intelligence than characters.

Intelligence	Mental Strength
1-2	Animal
3-5	Inferior
6-8	Low
9-12	Average
13-15	High
16-17	Superior
18-21	Genius
22-25	Supra-Genius
26+	Deific

ALIGNMENT (ALIGNMENT) describes the basic and most essential aspects of a monster's world view and moral outlook. It is the core personality description for every sentient creature. Alignment reflects the creature's disposition toward good, evil, law or chaos. Each alignment type is described in detail in the *Castles & Crusades Players Handbook*.

TYPE refers to the classification of the monster. A monster's type can be particularly important where spells and magical summoning are concerned.

Aberration: Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Animal: An animal is a non-humanoid creature with a real-world equivalent.

Beast: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.

Construct: A construct is an animated object or artificially constructed creature.

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

Elemental: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water.

Fey: Fey are creatures with supernatural abilities and connections to natural forces and/or places.

Giant: Giants are large-sized humanoid creatures of great strength and bulk.

Humanoid: A humanoid is a creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso.

Magical Beast: Magical beasts are similar to beasts but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary abilities.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities.

Ooze: An ooze is an amorphous or mutable creature.

Extraplanar: An extraplanar creature is a non-elemental that originates from another dimension, reality, or plane.

Plant: This type encompasses all plants and plant-like creatures.

Shapechanger: This type of creature has a stable body but can assume other forms.

Vermin: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to all mind-affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects.

TREASURE (TREASURE) designates the appropriate treasure type a creature has in its lair, or if noted for the specific monster on its person. Refer to Part Two of this book for more information on treasure.

EXPERIENCE POINTS (XP) represents the development reward that characters receive for slaying, subduing, or otherwise defeating monsters. Refer to the *Castles & Crusades Players Handbook* for more information on awarding experience points. The number following the entry is the average XP. The following chart can be used to determine the experience points of any monster in this book, or monsters which have been altered or created.

MONSTER EXPERIENCE POINTS

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250
9	400	9	200	300	400
10	600	10	300	450	600
11	750	11	375	550	750
12	950	12	425	650	950
13	1200	13	600	900	1200
14	1500	14	750	1100	1500
15	1900	15	900	1400	1900
16	2100	16	1000	1500	2100
17	2300	17	1200	1800	2300
18	2600	18	1300	2000	2600
19	2900	19	1500	2200	2900
20	3250	20	1700	2500	3500

EXPERIENCE PER HIT POINT: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 (d10) HD creature has 25 hit points, the base is 80 experience points plus 5 experience points per hit point. 125 extra experience points would be awarded for this creature, for a total of 205.

Special: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. All special ability experience points are added to the base experience for the monster. These special ability experience points stack. For example, Skagg (4HD) has four attacks per round, a category I ability, and he can use 1st level spells, another catagory I ability. Skagg's base experience points are 40 they are increased by 40 points (20 XPs for each special ability) for a total base of 80 XPs plus 4 XP per hit point.

Special I: This category includes three or more attacks per round, spell use of 1st-3rd level (or equivalent spell-like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th-7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent).

MONSTER CREATION

Eventually, every Castle Keeper comes to the realization that a new monster must be created. The circumstances behind this may differ; one Castle Keeper might simply feel creative and imaginative, and another might need to create something new out of necessity. After many years of gaming, some players may become jaded or complacent, and the inclusion of a new challenge can keep them on their toes. Creating monsters is both fun and challenging, whether it is a hybrid orc, a genetically enhanced goblin, or something completely new and altogether terrifying. While creating new monsters, the Castle Keeper should be mindful of a few basic concepts and design elements. After balance and technical concerns, there is no limit to what imagination and creativity can do.

The easiest new monster to create is not actually "new", but is simply an alteration of an existing monster. The first method of alteration is through stat changes. The Castle Keeper simply alters the hit dice, hit die type, armor class, or spellcasting ability. A Castle Keeper may alter a monster's already existing ability, or replace it with another one. If the Castle Keeper combines class abilities with monster abilities, many new and interesting monster possibilities suddenly come into being.

Consider the common gnoll. Many players are used to a "plain vanilla" gnoll, and they can quickly estimate the threat it poses to their characters. They also know the best ways of dealing with that threat, much of the time. However, if the Castle Keeper were to give a gnoll some spellcasting ability, a new threat has materialized for the party. A gnoll with the spells of a 4th level wizard and the class abilities of an assassin is a challenge indeed! There are limitless possibilities for alteration of existing monsters, and the Castle Keeper should not be afraid to experiment with them. However, when altering an existing monster, the Castle Keeper should always consider the reasons for the change. If the monster is to challenge a party at its current strength, care must be taken to ensure that the challenge is appropriate. Some Castle Keepers may alter monsters to create a death-dealing machine that the characters cannot ever defeat, but this is not fun for the players. One way of providing a balance is to give the monster a weakness that the characters can exploit. However, a reasonable Castle Keeper may choose to challenge a party with a monster they cannot defeat yet, but could defeat after gaining experience. In these cases, plenty of opportunity should be given for the characters to escape or avoid the creature, build up their strength, and attack at a later time.

Another method of creating a new monster is to change the description of a pre-existing monster. This is neither time consuming nor difficult, and can have dramatic effects on play. A troll, for example, can have any type of shape the Castle Keeper desires – as long as it maintains its ability to fight with two arms. Perhaps a new type of troll is made of ice crystals or of tree bark. The Castle Keeper has but to imagine it and it will be so.

Completely new monsters are more difficult to create. It involves creating a concept that is plausible, and then mingling balanced abilities with that concept. This is quite challenging by itself, but the Castle Keeper creating a new monster must also determine its appropriate armor class, hit dice, and other technical stats. Finally, this whole must be coherent to the players. Organizing all of this can be an intimidating process.

When creating monsters, the first concept a Castle Keeper must consider is that of "realism versus fantasy." Does the new monster have a basis in reality as we know it? An orc, for example, is little more than a human corrupted by evil. Orcs are monsters grounded in a "real" basis. Does the monster have a fantastic context, with a design concept beyond the ken of "realistic" understanding? A cockatrice is a creature that has no basis in reality. Is the new monster intended to be something that straddles the line between fantasy and realism? Distinguishing between realism and fantasy is important in that it establishes the mood the monster is designed to convey. This mood is often as important as the creature's stats, if not more so, in many game settings. Assembling a haphazard collection of human and animal parts to create a nonsensical creature is more likely to cause a player to spew milk through his or her nose, rather than creating a mood of terror or awe. Even fantastic creatures can have plausibility. Making new monsters plausible for your game setting is conducive to a lasting, positive impact on the game.

When conceiving a monster, consider its ecology. Why does the creature have the physical attributes it has? How does it eat, sleep, and procreate? Does it travel, or is it stationary? What environment is it found in? All of these factors can make even the most fantastic monsters seem real. They are not essential, but the Castle Keeper may find these sorts of details helpful, and enterprising players often consider these factors when dealing with a monster's threat. Many monsters in many books (and a few in this one) just don't have this level of plausibility. Outlandish monsters can always be "magically created", but they too should follow some type of ecological design. A chicken-sized lizard with an elephant-sized head is just not likely to survive its own birth (and your adventure won't survive your players' mirth!). Temper your fantastic ideas with a dash of realism, and the new monster will be far more believable and interesting to both Castle Keeper and player.

After considering these factors, the Castle Keeper must write the description. This portion of monster creation is vital, as it will set the tone for how the monster is perceived at the gaming table. Remember to detail aspects like color, size, shape, and even smell. To add flavor, you might describe its breath and the shape of its eyes, for example. A monster with "yellowed teeth and fetid breath" will have a far greater imaginative impact than a monster that is simply "gray and shaped like a lizard."

After a solid description is completed, the Castle Keeper must give the creation a life in the context of the game. This is accomplished by creating its vital stats: its hit dice, armor class, attacks, and the like. Consider the level of character that this monster is supposed to challenge, and create statistics based on that sort of challenge. Existing monsters are the best guides. Low level monsters, like orcs and goblins, have few extraordinary skills and are generally fairly weak in combat situations. Monsters like doppelgangers and owlbears are more powerful, and have abilities that are more of a challenge to characters of moderate power. Higher level monsters, such as the lich and dragon, offer useful templates when creating monsters to challenge powerful parties.

When assigning the new monster's stats, use any suitable monster from this book as a template. Give some thought to each statistic based on your concept and description of the monster. Decide how fast the creature should move, its hit dice, armor class, intelligence, and the rest. Give them a great deal of consideration. It is more important, by far, to have creatures that fit the mold of your game than to have creatures that are a mish-mash of abilities thrown together to simply challenge players.

Remember to make monsters interesting and challenging. Good descriptions, reasonable physical attributes, and balanced abilities all play into the monster's conception. Paying careful attention to all of these factors will lead to a more memorable monster.

A—

ABOLETH

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d8)
MOVE: 10 ft.; 60 ft. (swim)
AC: 16
ATTACKS: 4 Tentacle (1d6+8)
SPECIAL: Enslave, Spell-like abilities,Slime, Darkvision 60 ft., Mucus Cloud
SAVES: M
INT: High
ALIGNMENT: Lawful Evil
TYPE: Aberration
TREASURE: 8
XP: 1610+9

An aboleth is a loathsome, sinister monster of fish-like appearance that dwells in subterranean waterways. The aboleth resembles a monstrous greyish-green catfish or carp with four massive trunk-like tentacles protruding from its back. The tentacles can lash out to attack, and the aboleth can also use them to move itself about on land. The creature's skin is surrounded by a thin membrane of noxious grease and, when desperate, it can fling a viscous glob of this oily putrescence at its opponents.

Intelligent and malign, an aboleth utilizes illusions, deception and trickery to devastating effect. An aboleth's joy is the enslavement of intelligent, good beings, and it will attempt to subjugate enemies rather than destroy them outright. An aboleth can telepathically communicate with any creature, but only speaks with creatures it has successfully enslaved. An aboleth is typically solitary, but up to four may be encountered in one place, on the rarest of occasions.

Combat: An aboleth rarely engages its opponents in melee, preferring to send the unwilling victims of its enslavement ability to do its fighting. If this fails, the aboleth will attack viciously, first by attempting to enslave the strongest-appearing foe. After that, the aboleth will use divide-and-conquer tactics. Any foe that engages the aboleth in melee finds itself under assault by bludgeoning tentacles, subjected both to the effects of the creature's natural slime and possibly the release of its deadly mucus cloud. If forced into melee by foes it cannot enslave, or if severely threatened, an aboleth will retreat to water, relying on its natural aquatic nature to escape and recover.

Enslave: An aboleth can force another creature within 30 feet to make a wisdom saving throw, or be permanently dominated and completely controlled by the aboleth. If the aboleth travels more than 1 mile away, however, the enslavement immediately terminates. A *remove curse* spell will also end the effects of this ability.

Spell-like Abilities: An aboleth can mimic the following spells, as though cast by an illusionist of 16th level: *hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image,* and *veil.*

Slime: Every successful hit with a tentacle releases a chemical toxin into the skin of the victim. If the victim fails a constitution save, the slime slowly causes the skin to transform into a membrane. The victim will eventually find itself unable to breathe air, and will discover that the membrane must be kept wet. The victim becomes aquatic in nature over the course of 1d4 turns, with all associated benefits and penalties. For instance, they can breathe and swim underwater. This process can be halted by *remove disease* prior to transformation; thereafter, only *heal* or *wish* can alter the outcome. Immunity to poison does not confer immunity to the effects of this ability.

Mucus Cloud: An aboleth can surround itself with a thick, greasy cloud of mucus, forcing all non-aquatic creatures within 30 feet to succeed at a constitution save or be unable to breathe air for 3 hours. The aboleth can maintain the mucus cloud for 3 turns each day. The mucus cloud can be stopped and started without expending the full duration at any time (for example, an aboleth can exude a mucus cloud for 5 rounds, end it, and secrete more for the remaining duration at a later time). This ability only functions underwater.

ACHAIERAI

NO. ENCOUNTERED: 1, 2-5
SIZE: Large
HD: 6 (d8)
MOVE: 50 ft.
AC: 20
ATTACKS: 2 Claw (1d6+2), Bite (1d6+4)
SPECIAL: Darkvision 60 ft., SR 5, Limited Regeneration, Height
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 6
XP: 540+6

Achaierai are massive, flightless, birds of prey, with a spherical body, quadruped stance, and flowing crest. The creature's four legs are roughly double the height of an average human. The legs have a durable, nearly metallic skin, and each ends in a powerful set of talons. Achaierai are not affected by the loss of a single leg, and they can actually regenerate lost legs, although this is a slow process. Often used as mounts or shock troops by powerful extraplanar creatures, Achaierai are formidable foes when encountered in groups. Solitary achaierai are rare; groups of up to eight achaierai are typically encountered.

Combat: An achaierai prefers to charge into combat, lifting and clawing opponents, and piercing them with its serrated beak. Due to its height, the achaierai's body can seldom be attacked directly, though its legs are vulnerable. However, an achaierai will always attempt to flee battle the moment its legs become dangerously wounded. An achaierai does not suffer penalties unless it has lost at least two legs, which reduces the creature's movement by 1/2; the loss of three legs renders the creature unable to move (temporarily – see Limited Regeneration).

Each leg can withstand damage equal to 25% of the creature's total hit points before becoming useless. Damage sustained by the legs does not reduce the achaierai's total hit points.

Limited Regeneration: An achaierai can regenerate damage inflicted upon its legs, at the rate of 1 hit point per hour. The achaierai can regrow lost legs in this manner in two day's time, provided the leg was not utterly destroyed (as if by *disintegrate*, for example).

Height: Due to the achaierai's limited reach and ability to attack smaller creatures, it attacks as a 4 hit dice monster when using its claws. However, if an achaierai successfully strikes a creature with a claw, it can follow immediately with its bite, which is treated as an attack made by a 9 hit dice creature.

ALLIP

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 4 (d12)
MOVE: 30 ft. (fly)
AC: 15
ATTACKS: Touch (ability drain)
SPECIAL: Wisdom Drain, Babble, Madness, Darkvision 60 ft., Incorporeal
SAVES: M
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Extraordinary Undead
TREASURE: 5
XP: 170+4

An allip is a magical, echoing remnant of a spirit gripped by madness, generated when a mentally troubled being commits suicide. Vengeful and hateful, allips seek to draw the living into their eternal insanity. An allip's lingering, haunting voice constantly shares the inner thoughts of a lunatic. An essence of paranoia and schizophrenia surrounds an allip, and those unfortunate enough to meet its touch find a piece of their consciousness slipping into the allip's abyss of permanent delusion. Allips are never encountered in groups.

Combat: Allips are incapable of causing physical harm to their opponents, but they are deadly foes nonetheless. They rely on their mind-numbing rambling to confuse their prey, and then use their touch to drive foes insane.

Wisdom Drain: An opponent touched by an allip must succeed at a wisdom save to avoid a temporary loss of 1d4 points of wisdom. Each time an allip causes this loss, it heals a number of hit points equal to the wisdom loss x 2. Creatures with animal intelligence or lower are not affected by this attack. Creatures reduced to zero wisdom points by this attack are driven permanently insane. This insanity can be cured by a *heal* spell.

Babble: An allip constantly mutters, whines, and talks to itself. Anyone within thirty feet that can hear the creature's ramblings must make a wisdom save or become hypnotized (as the spell *hypnotism*) for 2d4 rounds. Once hypnotized, the opponent will be commanded to embrace the allip and join its unending madness. The allip's babble transcends language, and creatures can be affected regardless of the language the allip uses.

Madness: Any effect that is telepathic, mind-controlling, or mind-affecting that targets an allip causes the originator to lose 1d4 points of wisdom for 1 turn, with no save allowed. An allip is immune to all such effects.

Incorporeal: Allips are incorporeal creatures, and normal weapons pass through them harmlessly. Only magical weapons can affect them.

ANT, GIANT

NO. ENCOUNTERED: 10-60, 100-1000
SIZE: Small
HD: worker 1 (d6), soldier 2 (d8) queen 5 (d8)
MOVE: 50 ft., 20 ft. (climb)
AC: 16
ATTACKS: Bite, worker (1d3), soldier (1d4+1), queen (1d8)
SPECIAL: Acid Sting
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: worker 5+1, soldier 20+2, queen 80+5

Giant ants live in underground colonies. The mounds leading to the underground network of tunnels and caverns average five feet in height. Unlike their smaller cousins, giant ants tend to exhaust their local food supplies, so colonies tend to be small, averaging around sixty. However, monstrous warrens do exist, usually near or under large cities. Giant ants range from one and a half (workers) to three feet (soldiers) in length, and are broken down into three types, workers, soldiers and the queen, only having one of the latter within the colony.

The workers are the bulk of the population, accounting for three-quarters of their number. Workers are not aggressive but will defend the nest. Soldier ants are very aggressive. The queen is monstrous compared to her subjects, ranging in size from five to eight feet.

Combat: Giant ants possess collective instincts within the colony. If threatened worker ants immediately return to the warren to defend the entrance and the queen; soldier ants attack whatever creature or creatures are threatening the warren, regardless of size or number. Soldier ants have mandibles much larger than the workers, and stingers. Worker ants do not have acid sting or improved grab.

Acid Sting: A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully bites an opponent, the following round it can attempt to sting the unfortunate victim (+3 attack bonus). A hit with the sting attack deals 1d2 points of damage and 1d4 points of acid damage (constitution save for half). While using its stinger it cannot bite, and its grip can be broken with a successful strength check.

ANKHEG

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 5 (d10)
MOVE: 30 ft., 20 ft. burrow
AC: 18
ATTACKS: Bite (3d6+1d4)
SPECIAL: Improved Grab, Spit Acid, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 5
XP: 220+5

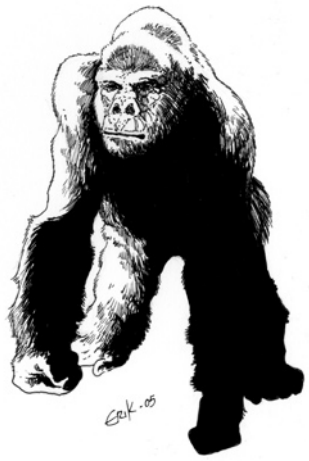
Resembling an enormous praying mantis, ankhegs are aggressive creatures that burrow beneath the earth in search of food – food that includes any living creature that lives on the surface. They spend most their time underground, mainly in forested areas, where the rich minerals they need to digest their food are readily available. An ankheg will eat carrion when its primary diet is unavailable. Ankhegs are rarely encountered alone. Ankhegs are normally found in groups of up to 6 in number.

Combat: Ankhegs are very capable combatants, with very precise sensory capabilities. They are able to determine, with precision, the location of any creature or object that touches the ground. This allows ankhegs to fight effectively in the absence of light. They prefer to burrow behind a food source, and attack with stealth, releasing a barrage of caustic sprays to soften their meals before devouring them.

Improved Grab: When an ankheg strikes with its bite, an opponent must make a successful strength save or be held, immobile, in the creature's mandibles. A creature held in this way suffers bite damage automatically each subsequent round. After a held creature suffers automatic bite damage in a given round, it can attempt another strength save to break free of the creature's clutches.

Spit Acid: Once every 6 hours, an ankheg can spew forth digestive acids, spraying everything in front of it, within a 10-foot cone, with a highly toxic acid. This attack deals 8d4 points of damage, but a successful dexterity save reduces damage by half.

APE , GREAT



NO. ENCOUNTERED: 1-20
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft., 30 ft. (climb)
AC: 14
ATTACKS: 2 Claw (1d3), Bite (1d6)
SPECIAL: Rend, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 30+3

The great apes live in large family groups in tropical forests. For every four apes there is one bull and one infant. Ape family groups are strictly hierarchical, and they are led by the strongest bull ape. If anything should happen to him, the next strongest bull replaces him. The bull ape is generally very aggressive, territorial, and protective.

Combat: Apes almost always try to avoid conflict, but if the family is threatened, the bull leads all the males to attack, while females defend the younger apes. Great apes are intelligent, and will flee if combat goes badly.

Rend: The ape is able to rend for 2d4 points of extra damage if both claws hit.

ARROWHAWK

NO. ENCOUNTERED: 1-4
SIZE: Small - Large
HD: 3/6/12 (d8)
MOVE: 60 ft. (fly)
AC: 20/21/22
ATTACKS: Electric Ray (2d6) or Bite (1d6+1)
SPECIAL: Electric Ray, Darkvision 60 ft., Immunity: Acid (full), Electricity (half), Poison (full)
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5
XP: 3hd 70+3
6hd 420+6
12hd 3325+12

Arrowhawks are territorial, predatory thunderbirds of electrical might. These creatures congregate in great flocks, and can produce elemental storms that few can withstand. Each category of size increases an arrowhawk's armor class by 1, doubles hit dice (so that a medium arrowhawk has 6 hit dice, and a large one has 12), and increases damage by 1 die type. Arrowhawks gather in groups, often in sets of four or more; elsewhere, such as when summoned, only a single arrowhawk is encountered.

Combat: Arrowhawks attack by diving at their victims from great heights and at great speeds. They do not possess talons like other birds of prey. While in flight an arrowhawk's feet are surrounded with a seething froth of electrical discharge, which can be used to strike foes at long range. They try to avoid face to face combat, preferring to stay aloft, striking their victims from afar.

Electric Ray: An arrowhawk can discharge electricity from its feet to blast enemies at a range up to 100 feet.

ASSASSIN VINE

NO. ENCOUNTERED: 1
SIZE: Small - Large
HD: 5 (d8) (special)
MOVE: 0 ft.
AC: 15
ATTACKS: 8 Vine (1d4)
SPECIAL: Constrict, Improved Grab, Camouflage, Resistance: Cold and Fire (half)
SAVES: P
INT: Not ratable
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: 5
XP: 320+5

The assassin vine resembles a massive fern, but it is actually a deadly trap for the unwary adventurer. The carnivorous plant derives sustenance from the bodies of the foolhardy or unprepared. The creature's trunk often grows as thick as that of a tree and has numerous vines radiating outward from the base, each up to 100 feet in length. Assassin vines are attracted by motion and light.

They are solitary, encountered in deep woods and in subterranean areas with plentiful food sources. A small assassin vine has hit dice as indicated above; for larger vines hit points are not rolled. A medium assassin vine has 6 hit points per hit dice, and a large one has 8 hit points per hit dice.

Combat: Assassin vines wait until an opportune moment to attack by surprise, stealthily maneuvering their deadly tendrils into position. Capable of launching assaults in a 360-degree radius, assassin vines are very difficult to surprise. These creatures can use their full force and deadly attacks against multiple foes at once. Each individual tendril has 2-16 hit points. Reducing the hit points of a tendril to zero will sever it. Severing a tendril reduces the vine's total number of attacks, but does not otherwise impact the plant's combat ability. Damaging a tendril does not damage the trunk or root of the plant, and therefore does not reduce the assassin vine's overall hit points.

Improved Grab: Assassin vine tendrils can entangle prey. An opponent struck by a tendril must make a successful strength save to avoid entanglement. An entangled target cannot move, but may attempt to break free of the tendril's grip or attack the tendril itself. After being entangled, the victim begins suffering the effects of the assassin vine's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a strength save to try to break free of the entanglement.

Constrict: Any victim entangled by an assassin vine's tendril automatically takes damage on subsequent rounds, and begins to suffocate. If the assassin vine is not slain or the entangling tendril is not severed, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw.

Camouflage: An assassin vine is indistinguishable from an ordinary plant, allowing it to automatically gain surprise on a result of 1-7 on a d8. The victim does not get a wisdom save.

B—

BABOON

NO. ENCOUNTERED: 10-40
SIZE: Small
HD: 1 (d6)
MOVE: 24 ft., 30 ft. (climb)
AC: 13
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1

Baboons are encountered in family/tribal units of 10 to 40 individuals, 20% males, 40% females, and 40% juveniles and infants. They are found in warm climates, in open plains or light forested regions. They are somewhat tribal animals and fight as a group. Baboons are highly territorial and aggressive.

Combat: If threatened or forced to attack, baboons charge the opponent as a group. Several hound the prey while others attack from behind. Both male and female baboons fight, though females do only 1d3 points of damage.

BANSHEE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 7 (d8)
MOVE: 30 ft. (fly)
AC: 20
ATTACKS: Chilling Touch (1d8)
SPECIAL: Keening Wail, Immune to Cold and Electricity, SR 10
SAVES: M
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 7
XP: 720+7

The banshee, often referred to as a wailing spirit, is a female fey whose undying spirit has lingered in the land of the living. These creatures are destined to haunt swamps and moors with their unholy presence. Legends whisper that the maiden must have performed many wicked deeds in her life to be cursed with such a dire form, and this malicious desire to do evil is what allows them to continue their existence in the world of the living.

She usually appears during the night, and her appearance reflects the visage she wore in life. However, her body is translucent, and glows faintly with its necromantic power. The very sight of a banshee causes all who view her to make a successful charisma save or suffer the effects of a *fear* spell. This effect manifests only once per encounter, so a successful save indicates that the character viewing the banshee need not make the save again until another encounter.

Combat: A banshee is normally insubstantial like a ghost or spectre and thus only magical weapons of +1 or better can affect her ectoplasmic form. She will usually try to harm opponents with her unearthly touch, doing 1-8 points of damage per strike upon a victim. If combat begins to go against her, the banshee emits a low, hollow sounding wail, akin to a song or dirge. This keen builds in tempo, eventually affecting everyone within 30 feet.

Keening: Whether or not the lady spirit desired her current undead existence or not, such an unliving state inflicts despair upon her mind and soul. This angst can be concentrated into a wail of anguish and torment, driving all who listen to it into a confrontation with their own mortality and its tenuous state. Any living creatures within 30 feet of a banshee when she keens must make a successful charisma save or die instantly. Those who save take no physical damage, but automatically lose their next initiative roll due to its lingering horror. The banshee may keen only once per day, so the wail will be used only in circumstances when her destruction is imminent.

Due to their tragic state, a banshee is immune to both cold and electrical attacks of all kinds. However, a successful *restoration* (touch attack as if the banshee were corporeal) cast upon her will sunder her connection to the mortal realm, obliterating her instantly.

BARGHEST

NO. ENCOUNTERED: 1-6
SIZE: Medium – Large
HD: 1-9 (d8)
MOVE: 30 ft., 60 ft. (fly)
AC: 18 (20)
ATTACKS: Bite (2d4+6/ 2d4+9), 2 Claw (1d4+3/ 1d4+3)
SPECIAL: Spell-Like Abilities, Feed Change Shape, Darkvision 60 ft., SR 5
SAVES: M
INT: High
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 8
XP: 1 HD 23+1; 2 HD 43+2; 3 HD 90+3; 4 HD 180+4; 5 HD 360+5; 6 HD 540+6; 7 HD 810+7; 8 HD 1175+8; 9 HD 1800+9

A barghest is an evil faerie. They are vaguely human in shape, but can alter their size to very small or very large, appearing as if they are looming over any who face them. Upon closer inspection their ragged, dull colored flesh is revealed. A stench pervades them as well, smelling of rotten fruit.

Despising all life, barghests reside on the outskirts of civilization, lurking in abandoned buildings, alleys and the like. A barghest requires the souls of living mortals to sustain itself, growing more powerful with each unfortunate devoured. These foul minded fey stalk the living in the mortal realms, hoping to gain for themselves power and immortality.

Combat: Barghests attempt to lead their victims astray through the use of their spell-like abilities. By taking the shape of someone in distress they call to their intended victims, luring them into the dark. The wicked and cruel visit suffering on their victims when they can. They have the tracking ability of the ranger class.

Spell-like Abilities: Usable at will *change self, levitation, misdirection, project image;* usable one time per day *charm (any), dimension door,* and *emotion.*

Feed: The soul of a victim slain by a barghest is irrevocably destroyed as the creature feeds upon it. Victims slain in this manner are incapable of being raised or resurrected. Barghests that feed enough grow in strength, gaining 1 hit dice for every 20 victims, up to a maximum of 9 hit dice. When a barghest gains 9 hit dice, it can *plane shift* at will (as the spell), but is limited to entering its home plane and the mortal realms; it also becomes large in size, affecting armor class, movement, and damage as noted above.

Change Shape: Barghests can assume the form of any large dog or wolf and keep that form indefinitely. The creature's true nature is revealed at death, or by the use of a *true seeing* spell. Barghests are immune to other form-changing effects unless they wish to be affected. When a barghest assumes a wolf or dog form, it gains several abilities: the barghest no longer leaves tracks, as if affected by *pass without trace*, its movement rate is doubled, and it gains the

ability to be effectively invisible if it does not move. However, the barghest loses its fire immunity when it takes on a lupine or canine shape. Furthermore, if it is subjected to a magical fire attack while in this form, and fails its saving throw, the barghest is immediately expelled to its home plane. Natural dogs, wolves, and those creatures able to assume doglike forms, fear and hate barghests and will automatically attack any barghest in dog or wolf form.

BASILISK

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 6 (d10)
MOVE: 20 ft.
AC: 16
ATTACKS: Bite (1d10)
SPECIAL: Petrifying Gaze, Darkvision 60 ft.,
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5
XP: 240+6

Basilisks are reptilian creatures with long, squat bodies that rest on eight legs. They have broad tails and a wide head, appearing somewhat like an alligator. Their jaws are lined with rows of jagged teeth. Despite having eight legs, the creature is slow. Its eyes glow an incandescent green. Basilisks have the terrifying ability to turn another creature's flesh to stone by gazing into that creature's eyes. The basilisk's sight pierces darkness, and even extends into the astral and ethereal planes. A basilisk prefers the warmth and dryness of a desert climate, and can be encountered singly or in groups of up to four.

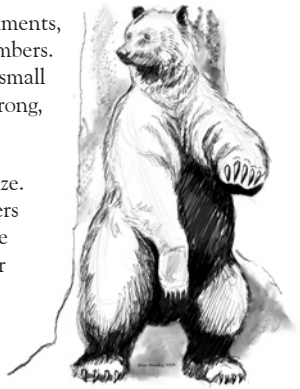
Combat: A basilisk usually avoids melee combat with anything that is not an intended meal. Instead, they try to use their petrifying gaze to eliminate dangerous opponents from a distance. Although slow and ponderous normally, they are surprisingly quick in melee. They bite with their massive jaws, grinding bone to meal and shredding flesh with their jagged teeth.

Petrifying Gaze: Any living being that meets the gaze of a basilisk's eyes must succeed at a constitution save or be turned to stone. Basilisks are not immune to their own gaze. The victim will be turned into a type of stone native to the creature's habitat. Basilisks can choose to dampen this ability when hunting for food, to avoid petrifying their prey and rendering it inedible.

BEAR

	Black	Brown (Grizzly)	Cave
NO. ENC:	1-4	1-6	1-4
SIZE:	Medium	Large	Large
HD:	3 (d8)	6 (d8)	8 (d12)
MOVE:	40 ft.	40 ft.	40 ft.
AC:	13	15	15
ATTACKS:	2 Claw (1d6), Bite (1d8)	2 Claw (1d8), Bite (1d12)	2 Claw (1d12), Bite (3d8)
SPECIAL:	Hug	Hug	Hug, Blood Rage
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGN:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TR:	Nil	Nil	5
XP:	40+3	280+6	500+8

Bears are omnivorous creatures that inhabit most temperate or arctic climes. The male bear is almost always solitary. If more than one is encountered, the group consists of a mother and one to three cubs. Once a year black and brown bears gather along the banks of rivers feeding on salmon as they swim up stream to spawn. Bears generally try to avoid contact with humans or like creatures.



Brown bears dwell in cold, forested environments, and are encountered in families of up to six members. Much like their kin the black bear, they travel in small family groups. Brown bears are particularly strong, aggressive, and very hard to kill.

The cave bear is a prehistoric bear of monstrous size. They stand up to 14 feet tall on their hind quarters and can weigh several tons. These creatures are rare, living in mountainous environments far from civilization. They live together in groups of up to four members. The cave bear is very territorial and fears nothing. They attack any creature they perceive as a threat or a meal.

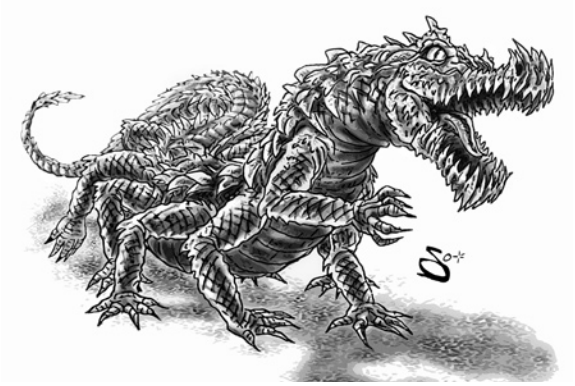
Combat: Bears are not generally aggressive, but if a bear feels threatened, it will attack by rushing an opponent, attempting to knock it over and grasp it in its huge claws. Once pinned, the bear bites at the victim's head and face until it is satisfied that creature is immobilized or dead. Cave bears always drag their victims back to their lairs and eat them.

Hug: The bear is able to hug an opponent in a vice-like grip. If both of the bear's claw attacks are successful in a single round, the bear's foe must make a strength save or be caught in the bear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The bear can bite a hugged victim automatically each round.

Bloodrage: A cave bear can continue attacking until it is reduced to -10 hit points. Once the bear is reduced to negative hit points, it gains a +2 bonus to all attack and damage rolls.

BEHIR

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d10)
MOVE: 40 ft., 15 ft. (climb)
AC: 20
ATTACKS: Bite (2d4), Slam (1d4+1), 6 Talon (1d6 each)
SPECIAL: Breath Weapon, Constrict, Improved Grab, Rake, Swallow Whole, Cannot Be Tripped, Darkvision 60 ft., Immunity: Electricity (full), Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 9
XP: 2725+9



A behir is an enormous reptilian creature with a dozen legs, a thin serpentine body covered in hardened scales, and a crocodilian head crowned with a pair of wicked horns. The creature's legs are strong, flexible, and end in keen claws that allow the behir to climb almost any surface. At first glance, a behir can be mistaken for a dragon, and indeed they may be related, as a behir possesses a tremendous electrical breath weapon. Behir are almost never encountered in groups. They mate only once per century but produce hundreds of eggs when they do. The hatching of a clutch of behir eggs is often a catastrophic event for the environs around the nest.

Combat: Relying on stealth and cunning, behirs capitalize on the element of surprise whenever possible. When they strike, they hit quickly, hard, and often, in order to rapidly decimate the opposition. Their favorite tactic is to weaken enemies by releasing their breath weapon first. Then, they rush into melee, strangling and swallowing anything still unlucky enough to be alive.

Breath Weapon: A behir can exhale a discharge of static electricity that arcs in a straight line out to 20 feet for 9d6 points of damage. It is identical to the spell *lightning bolt*, and is usable once per 10 rounds, but no more than 3 times per day. Targets that succeed at dexterity saves suffer half damage.

Improved Grab: When a behir strikes with its slam attack, an opponent must make a successful strength save to avoid being immobilized, and thereafter subjected to either the behir's constrict or rake ability.

Constrict: If a behir successfully hits with its slam attack, and is able to use improved grab, the victim is then caught and begins to take 2d12 hit points of crushing damage each round. Each round, a victim can attempt to escape with a successful strength save.

Rake: Alternatively, a behir can choose to rake a victim held in its grasp with all of its talons, causing 6d6 points of damage automatically. While a behir rakes an opponent, it cannot move or attack, but it can use its breath weapon. A behir cannot use constrict and rake at the same time.

Swallow Whole: When the behir attacks with its bite, a natural roll of 20 indicates that the intended victim (of small or medium size) is swallowed. Digestion begins immediately. Powerful corrosive stomach acids will cause 4d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

Cannot Be Tripped: A behir cannot lose its balance. A behir is not affected by any spell or environment that requires a dexterity save to maintain balance, position, or movement, such as the *grease* spell.

BELKER

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 7 (d8)
MOVE: 30 ft., 50 ft. (fly)
AC: 22
ATTACKS: 2 Wing (2d4), 2 Claw (1d4), Bite (1d6)
SPECIAL: Smoke Claws, Darkvision 60 ft., Smoke Form, SR 4
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Elemental
TREASURE: 7
XP: 855+7

Belker appear as wraith-like winged shadow demons. Their bodies consist of ash and smoke particles, and they can vary the density of their form. These creatures are vulnerable to weapons only while corporeal. Wispy tendrils of smoke and ash cling to their wings, shrouding them in ever-moving shadows. Native to the plane of air, a belker's appearance is reminiscent of a creature from the nether planes. Combined with a passive nature, this fiendish appearance forces most belker into a reclusive existence.

Combat: Belker must be pressed into fighting, as they are wholly apathetic to the world around them. If forced into combat, however, a belker fights like a cornered beast rending and clawing, and even batting opponents with its wings. They are not long for the fight and flee if given the chance.

Smoke Claws: A belker can distend a fragment of its form to engulf an opponent of medium or smaller size in a dense cloud of ash. The target must make a successful constitution save to avoid physically inhaling a small piece of the belker's substance. Once inside a victim's lungs, the fragment solidifies into a small serrated claw and begins to tear its way out of the victim, dealing 3d4 hit points of damage per round. An affected creature can attempt a constitution save each round to cough out the semi-vaporous menace.

Smoke Form: A belker is incorporeal most of the time; at will, it may switch between a gaseous, smoky form and a more dense corporeal form. This can be done once per round. A belker may spend up to 20 rounds per day in smoke form. In smoke form, a belker flies at a speed of 50 feet. The ability is otherwise similar to a *gaseous form* spell.

BIRD OF PREY

NO. ENCOUNTERED: 2-4
SIZE: Small (1')/Large (5')
HD: 1 (d6)/4 (d8)
MOVE: 5/10 ft., 60/80 ft. (fly)
AC: 14/15
ATTACKS: 2 Talon (1), Beak (1d2); (giant) 2 Talon (1d3), Beak (1d6)
SPECIAL: Twilight Vision, Dusk Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1/ 40+4

Birds of prey, or raptors, vary greatly in type, but share many common attributes. Eagles are powerful, predatory birds that hold great religious significance for many cultures, and are particularly friendly with elves. Falcons are fast, agile birds that rely upon speed to snag their quarry. Hawks can be seen gliding on wind currents in many different habitats. All birds of prey have superior visual acuity, and can spot prey from a great distance. They build large nests in lofty areas such as high mountain aeries, or on the top branches of very tall trees. They are monogamous animals that mate for life, and return to the same nest year after year.

Combat: Birds of prey will not attack anything larger than half their size. If their nests are attacked, they will defend them, but will flee if injured.

BLINK DOG

NO. ENCOUNTERED: 4-16
SIZE: Small
HD: 2 (d10)
MOVE: 24 ft.
AC: 16
ATTACKS: Bite (1d6)
SPECIAL: Blink, Darkvision 60 ft., Teleport, Twilight Vision
SAVES: M
INT: Average
ALIGNMENT: Lawful Good
TYPE: Magical Beast
TREASURE: 1
XP: 30+2

Blink dogs appear to be normal dogs, but they are highly intelligent and have the innate ability to vanish and reappear at will. They are wholly good, often raised by hounds from the hither realms. They have a natural affinity and respect for canine creatures. Blink dogs always travel in packs, ranging from 4 to 16, and enjoy the wide open plains of the material world.

Combat: Combat is something either to avoid or relish for a blink dog, depending on the foe. Against a hated or evil creature, blink dogs will attack en-masse, instinctively blinking across and around the battlefield and using their unpredictable nature as well as they can. If wounded, or uninterested in battle, a blink dog relies on its ability to teleport to escape.

Blink: Blink dogs are able to blink in and out of the prime material plane at will and without limit, as per the *blink* spell.

Teleport: Once per day, a blink dog can control its blinking, and gain the effect of the spell *teleport*. They usually do this when faced with odds or dangers they cannot overcome, and often *teleport* as a pack.

BOAR, WILD (Razorback)

NO. ENCOUNTERED: 4-12
SIZE: Medium
HD: 2 (d8)
MOVE: 40 ft.
AC: 16
ATTACKS: Gore (2d6)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 15+2

Wild boars, or razorbacks, are herd animals found in almost all regions of the world. They prefer scrub lands where they can forage for food. They are aggressive and are known to defend their young and territory whenever threatened. These creatures are very large and sport a long tuft of rough hair from head to tail. They are favored friends of trolls and are often found in their vicinity.

Combat: If cornered or threatened, a boar will attack ferociously. Their savage attack is powerful, ceaseless, and often fatal to those not prepared with specially made boar spears. Boars have only 2 hit dice, but their fierce aggressiveness allows them to attack as 5 hit dice creatures.

BODAK

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 9 (d12)
MOVE: 20 ft.
AC: 20
ATTACKS: Slam (2d4), or Weapon (by weapon)
SPECIAL: Death Gaze, Darkvision 60 ft., Immunity: Electricity (full), Acid (half) and Fire (half)
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 8
XP: 1610+12

A bodak is the physical manifestation of corruption, a creature condemned by demonic forces to linger forever in the torments of lost, forbidden knowledge. These creatures are formed when an evil individual trades its soul in exchange for some dark secret or hidden knowledge. Bodaks are extremely rare and never encountered outside their native plane unless in the willing service of a powerful spellcaster. The visage of a bodak – sexless, eyeless, and writhing in extreme discomfort and pain – is so disturbing that it can kill a mortal who beholds it. They are creatures filled with a tremendous rage.

Combat: Bodaks do not often wield weapons, as they prefer the brutality of direct pugilism. Most foes, however, succumb to the bodak's horrifying death gaze and perish before the bodak can close to melee with its fists.

Death Gaze: A creature that meets a bodak's gaze sees its own image reflected in the bodak's twisted visage. The reflection is one of unbridled corruption and evil (no matter the victim's actual alignment) The victim must make a successful constitution save or die in 1-4 rounds. If the save is successful the victim is permanently immune to that bodak's gaze attack. A *cure disease, heal,* or *cure critical wounds* will stop the effect of the gaze, but the spell must be cast before the victim dies.

BUGBEAR

NO. ENCOUNTERED: 6-36
SIZE: Large
HD: 3 (d8)
MOVE: 30 ft.
AC: 17
ATTACKS: Weapon (weapon)
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 2
XP: 20+3

Bugbears are giant, hairy, humanoid creatures. Their thick mats of fur are often riddled with fleas and ticks, adding irritation to their naturally aggressive personalities. They are naturally stealthy though their stench often gives them away to those with delicate noses. They are attracted to treasures and loot of all kinds, but have little capacity to delineate between the actual values of many of those items they collect. Bugbears are very adept in the arts of mortal combat. It is, in fact, about the only thing they perform well as much of their life is spent in bloody battle. They utilize a vast assortment of arms and armors while in combat and always attempt to outfit themselves better than their foes.

Bugbears do not believe in the practice of fair play, and travel in war bands containing from 6 to 36 males. If more than 10 bugbears are encountered, there will be one with maximum hit points. If 20 or more are encountered, there will be one with maximum hit points, an AC of 18, and an extra +3 to hit. If encountered in their lair, there will be a number of females and young equal to 50% of the number of males. These creatures have the same living style as goblins and typically dominate their lesser brethren including orcs, kobolds and even gnolls.

Combat: More than anything else, combat is the greatest source of pleasure for bugbears. They actively seek after enemies to slaughter and slay, often provoke others into battle if they seem reluctant and then lay them low with a few dirty tricks. They are fond of disarming opponents, punching them, knocking them down or any other various methods of gaining an advantage. There is no honorable manner of fighting for a bugbear, the honor is the fight. Bugbears love weaponry, wield any weapon with exceptional skill, and can even hurl melee weapons as ranged weapons if needed.

BULETTE

NO. ENCOUNTERED: 1
SIZE: Large
HD: 9 (d10)
MOVE: 40 ft., 10 ft. (burrow)
AC: 22
ATTACKS: 2 Claw (3d6), Bite (4d12)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 8
XP: 1610+9

Bulettes are very large creatures that look like a disturbing combination of snapping turtle and armadillo. Encased in rigid, extremely dense chitin, bulettes are voracious burrowing predators that are very difficult to kill. Bulettes slowly dig trails across the plains and meadows in search of prey. Bulettes can pinpoint the location of anything within 60 feet that walks upon the ground. They leap from their shallow burrows to swallow men, horses, and anything else unlucky enough to be in their path.

Their burrowing nature often puts them at odds with other creatures that live in the same sort of terrain, particularly the ankheg. Dwarves, halflings, and gnomes have a particular hatred for these creatures.

Combat: Bulettes prefer to strike unexpectedly, waiting calmly in their burrows for something to cross over them. When prey draws near, they blast from the ground in a violent spray of earth. When attacking, buletes bite and claw their victims, trying to drag them back into the ground.

C—

CAT

NO. ENCOUNTERED: 1-4
SIZE: Small
HD: 1 (d2)
MOVE: 30 ft.
AC: 14
ATTACKS: Nil
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 1+1

Wild cats are solitary creatures. Only when a mother is rearing kittens are wild cats found in groups of up to 4. They are quick, quiet and rarely seen. Cats come in a variety of colors.

Combat: Wild cats are too small to affect combat in any way. Though one may manage to scratch someone, only the most simple-minded halfling would be put off by it. At times they threaten pixies or other small fey, but even these small creatures have little to fear from the small wild cat.

CENTAUR

NO. ENCOUNTERED: 1-4, 4-24
SIZE: Large
HD: 4 (d8)
MOVE: 50 ft.
AC: 14
ATTACKS: 2 Hoof (1d6), Weapon (by weapon)
SPECIAL: Darkvision 60 ft., Track, Woodland Stride
SAVES: P
INT: Average
ALIGNMENT: Chaotic Neutral
TYPE: Monstrous Humanoid
TREASURE: 4
XP: 110+4

Centaurs are reclusive creatures, almost always avoiding civilization. They have little traffic with humans or demi-humans and avoid contact with them when they can. They prefer to dwell in natural environments, deep woodlands, and forested hills. They are most often found in secluded, old-growth forests. Centaurs have no dwellings, preferring instead to live in the open, sleeping under a canopy of great trees. They enjoy their freedom and roam as they please.

Centaurs have an equine body topped with a human torso, and they have a noble, stoic appearance. They are stern protectors of their woodland homes, and are occasionally found in the company of other woodland fey. They do interact with elves, but even these demi-humans can be treated with suspicion, as elves traffic with the other races of the world.

Centaurs are most often encountered alone, but they are not solitary creatures by nature; they prefer to travel in family groups of 4 to 24. When a group is encountered, 1-4 of them will be young colts, and 1-6 of them will be adult females.

Combat: Centaurs try to avoid combat, but when their woodland domains are threatened, they are fierce and show little mercy towards their enemies. They favor the short bow or spear and are almost always found with these weapons. Less frequently, they use other melee weapons like swords and axes. A centaur can charge into combat with the same proficiency as a mounted knight. Indeed, a centaur armed with a lance is a very dangerous opponent. When forced to enter battle without a weapon, centaurs can use their hooves to deadly effect.

Special: Centaurs can track as a 5th level ranger. They also have the druid's woodland stride ability.

CHIMERA

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d10)
MOVE: 30 ft., 50 ft. (fly)
AC: 19
ATTACKS: 2 Claw (1d3), Gore (1d4), Bite – Dragon (2d6), Bite – Goat (2d4), Bite – Lion (3d4)
SPECIAL: Breath Weapon, Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1210+9

A chimera is a frightening amalgam of a lion, a goat, and a red dragon, several times larger than a fully–grown lion. The central lion's head dominates the creature, and the two smaller heads, the goat and dragon, flank the central head. The chimera has the hind quarters of a goat, the forequarters of a lion, and the massive wings of a dragon, which enable the chimera to fly. The creature is huge, with a fierce temperament. They attack with little or no provocation and generally fight to the death.

Each of the chimera's heads is active, and retains independent abilities, making the chimera a deadly predator on the open grasslands it terrorizes. As often as not, the heads are snapping or striking at each other. Occasionally, chimera can be found in a pack of 4, but they are usually solitary hunters.

Combat: The chimera is at home in the air and on the ground. They are particularly aggressive and attack without any provocation. They prefer to attack from above, and usually do so by swooping down, and tackling an the victim much like a lion would a antelope. The proceed to violently rake the creature with back and front claws, biting it and breathing flaming death with its dragon head. When its victim is rendered helpless the chimera will fall upon it and devour its slaughtered prey.

Breath Weapon: Three times per day, the dragon head is able to breathe a gout of flame in a small cone. The cone extends up to 50 feet from the dragon's mouth and does 3d8 points of damage. A successful dexterity save reduces this damage by one-half.

CLOAKER

NO. ENCOUNTERED: 1
SIZE: Large
HD: 6 (d8)
MOVE: 10 ft., 40 ft. (fly)
AC: 19
ATTACKS: Tail Slap (1d6), Bite (1d6)
SPECIAL: Moan, Engulf, Darkvision 60 ft., Shadow Shift
SAVES: P
INT: High
ALIGNMENT: Chaotic Neutral
TYPE: Aberration
TREASURE: 5
XP: 390+6

Cloakers are nearly indistinguishable from a mundane cloak, but close examination of a cloaker will reveal tiny digits extending from its edge, and piercing red eyes. They are very malleable and are able to shape themselves to look like common cloth. Cloakers lurk in places of perpetual darkness, mainly dungeons, sewers and abandoned buildings in cities or castles. They cling to the ceiling, or hang from walls; they fold themselves into crevices or other holes awaiting victims that they can feast upon. Cloakers seem to enjoy the chaos that accompanies the discovery of their true nature.

Highly intelligent, a cloaker analyzes its environment and its situation before pursuing prey. They usually take up residence near a source of water or in dungeons where they suspect prey may stop for a rest. Cloakers are ravenous creatures, possessing a hunger that is never sated. They will stalk prey if needed, but prefer to lurk in the shadows and spring upon their unsuspecting prey, often when their prey is sleeping.

Combat: A cloaker begins combat by emitting a low rumbling moan, trying to lull the target's mind into a state of submission. It then wraps and engulfs the victim's face, suffocating it. If needed, a cloaker can attack with its long, semi-tentacle tail, but the tail is vulnerable, having only 16 hit points.

Moan: A cloaker can emit a dangerous subsonic moan. By changing the frequency and amplitude, the cloaker can cause one of four effects. Cloakers are immune to these effects. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours.

Unnerve: Anyone within 60 feet suffers a –2 penalty on attack and damage rolls. Those that hear the moan for more than 6 consecutive rounds must succeed at a wisdom save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within 30 feet must succeed at a wisdom save or become panicked for 2 rounds, suffering from the same effects as the spell *fear*.

Nausea: Anyone within 30 feet must succeed at a constitution save or be overcome by nausea and weakness, suffering a reduction of movement by 10 feet, and taking 1d4 hit points of subdual damage.

Stupor: A single targeted creature within 30 feet of the cloaker must succeed at a constitution save or suffer the same effects as the *hold monster* spell for 5 rounds. Even after a successful save, a target must repeat the save if the cloaker uses this effect again.

Engulf: A cloaker can try to wrap around a medium or smaller creature with its body. The cloaker must successfully strike, and the opponent must fail a dexterity save. If the cloaker is successful, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift: Cloakers are masters of shadows, and can manipulate them to give itself the illusory qualities of *mirror image* (1d4 images). However, cloakers are vulnerable to the *light* spell, and if this spell is cast at one, it renders the use of this ability impossible.

COCKATRICE

NO. ENCOUNTERED: 1-6
SIZE: Small
HD: 5 (d10)
MOVE: 20 ft., 60 ft. (fly)
AC: 14
ATTACKS: Bite (1d3)
SPECIAL: Petrification, Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5
XP: 140+5

Cockatrices are large bird-like creatures, vaguely resembling vultures or buzzards. They have lean, muscular bodies carpeted in thin, gangly feathers. Their feathers are foul and always falling out, leaving patches of their serpentine skin exposed. Their necks are long and their beak wickedly curved. They have a long serpentine tail ending in a full array of multicolored feathers. Though they have wings, they cannot fly in the traditional sense, but

use them to leap long distances of up to 50 feet. They prefer to eat rotten meat more than anything else, and for this reason they are foul-smelling creatures.

A cockatrice's bite is not powerful, but it is deadly. A wound from the beast's bite becomes instantly infected, causing flesh to transform to stone. Cockatrices are immune to their own petrification attack. These creatures tend to roam across open plains, and gather in small flocks.

Combat: Cockatrices are not interested in combat, as they prefer to be left alone. However, if cornered or threatened, a cockatrice will bite whatever gets in its way.

Petrification: The bite of a Cockatrice causes its victim to turn to stone. Those bitten must succeed at a strength save to avoid being turned to stone.

COVATL

NO. ENCOUNTERED: 1
SIZE: Large
HD: 9 (d8)
MOVE: 20 ft., 60 ft. (fly)
AC: 21
ATTACKS: Bite (1d3), Constriction (2d8)
SPECIAL: Constrict, Poison, Spells, Psionics, Darkvision 60 ft., Ethereal Jaunt, Telepathy 90 ft.
SAVES: M, P
INT: Superior
ALIGNMENT: Lawful Good
TYPE: Extraplanar
TREASURE: 8
XP: 2225+9

Couatl are winged, flying serpents rarely encountered anywhere but warm jungles or the ethereal plane. Mortal races dwelling in their homelands often relegate them to semi-divine status. Couatl are aloof and often uninterested in the goings-on of the mortal world.

Combat: A couatl rarely engages in combat, having a wide variety of spells to either escape or alter the situation. If forced into a confrontation, a couatl is a dangerous foe. They begin combat by unleashing a magical barrage and then join melee directly with constriction and their poisonous bite.

Constrict: When a couatl strikes with its bite it automatically wraps its long body around an opponent. The victim must make a successful strength save to avoid a constricting hold. On the round immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the creature's clutches every round. A couatl constricts its victim for 2d8 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

Poison: A victim bitten by a couatl must succeed at a constitution save or die in 4 turns, as a lethal toxin is injected directly into the nervous system.

Ethereal Jaunt: A couatl is able to enter and exit the ethereal plane at will, once per round.

Psionics: Couatl can mimic the following spells at will *comprehend languages (3/day), dancing lights (2/day), polymorph self, nondetection (1/day), teleport (1/day).* These effects are as a ninth level wizard.

Special: All couatl are accomplished spellcasters, possessing the abilities of either a cleric, or a wizard; a rare few actually possess the abilities of both these classes. If a couatl is a wizard, its effective level is five, giving it the same number of spells per day, per spell level that a fifth level wizard would have, plus bonus spells. If the couatl is a cleric, it has the abilities of a seventh level cleric, plus bonus spells. For purposes of bonus spells a couatl has an effective intelligence of 17 and wisdom of 18.

CROCODILE (Alligator)

NO. ENCOUNTERED: 4-36
SIZE: Medium
HD: 3 (d8)
MOVE: 20 ft., 30 ft. (swim)
AC: 15
ATTACKS: Bite (2d4), Tail Slap (1d12)
SPECIAL: Roll, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 2 (nest only)
XP: 30+3

Crocodiles dwell in swamps, marshes or river banks, often gathering in groups of 4 to 36. They are stealthy and hunt almost any prey. They live in large communities and tend to feed together. If one attacks a target, it is shortly joined by any others in the area. Alligators typically measure 8 to 15 feet in length and weigh 500 to 1,200 lbs.; crocodiles are slightly larger, and measure from 10 to 20 feet and weigh 1,000 to 2,000 lbs.

Combat: Crocodiles stalk their prey by approaching slowly under water. They blend perfectly with their environment and almost always surprise an opponent. They attack with a sudden lunge, grab their victims, pull them into the water and attempt to drown them.

Roll: After a successful bite attack, the victim must succeed at a strength save or be dragged underwater and held by the crocodile. The crocodile spins itself and the prey in a barrel roll as they sink together, making escape difficult. On subsequent rounds, the reptile deals bite damage to the victim automatically. The victim is incapacitated in 2-5 rounds unless the crocodile is slain. This ability may only be used in water, and only against an opponent up to double the size of the crocodile.

At times, monstrous crocodiles and alligators are encountered, measuring up to 30 feet and weighing 2 tons. These creatures are always large, have 7 (d8) hit dice, an armor class of 17, and bite for 2d8 points of damage.

D—

DARKMANTLE

NO. ENCOUNTERED: 1-12
SIZE: Small
HD: 1 (d10)
MOVE: 20 ft., 30 ft. (fly)
AC: 17
ATTACKS: Bite (2d4), Constriction (1d4)
SPECIAL: Darkness, Improved Grab, Constrict, Blindsight 90 ft.
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 1
XP: 17+1

A darkmantle is an aggressive subterranean predator that vaguely resembles an octopus. They have eight long tentacles that are attached to each other by a thin membrane, and adorned with tiny thorn-like claws used to grasp prey. Darkmantles fall upon their quarry from above, wrapping their folds around

the victim's head, and attack with the beak, which is located at the root of the tentacles. The beak is small, but strong enough to crush bone. If alone, darkmantles gravitate towards individual or small prey, but if clustered in a group, they will not hesitate to attack almost anything.

Darkmantles grasp the ceilings of cavernous rooms and passages, hanging perpendicular to the ground. To the unwary they may appear as stalactites. They are practically invisible when pressed against a stony background, and they use this camouflage to their advantage. Normally found in packs, darkmantles congregate in groups of up to 12 in size.

Combat: A darkmantle engages an enemy by dropping on it, and locking its tentacles to the enemy's head. If the darkmantle misses, it slowly flies back up to the ceiling to try again. Darkmantles rarely fly except to reposition for attacking.

Darkness: Once per day, a darkmantle is able to generate an effect identical to the spell *darkness*. Darkmantles often use this ability prior to engaging an enemy in battle.

Improved Grab: When a darkmantle strikes with its tentacles, it wraps them around the victim's face and head. The victim must make a successful strength save to escape the constricting hold. Damage due to constriction begins to accrue on the following round. The victim can attempt to break free of the hold every round by making additional strength saves. A creature held in a darkmantle's grasp is effectively blinded, and sounds are very muted. Victims wearing large, full helmets can dislodge the darkmantle automatically by removing the helmet.

Constrict: A creature suffering from a darkmantle's constriction automatically suffers 1d4 hit points of damage each round.

Blindsight: A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet, even within its own darkness. A *silence* spell negates this ability and effectively blinds the darkmantle.

DEVOURER

NO. ENCOUNTERED: 1
SIZE: Large
HD: 12 (d12)
MOVE: 30 ft.
AC: 24
ATTACKS: Claw (2d6)
SPECIAL: Energy Drain, Trap Essence, Spell-like Abilities, Darkvision 60 ft., Spell Deflection, SR 10
SAVES: M, P
INT: Superior
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 10
XP: 5175+12

Lurking on the borders of the ethereal and astral planes, stalking the boundaries where they meet and connect to the mortal planes, devourers are sadistic creatures of bone and sinew, reveling in the destruction of life and the spread of entropy. The beast is large, vaguely humanoid in form, but thin and cadaverous. Its mottled skin is stretched across its bones, and its skull is permanently grinning without mirth. Within the devourer's open rib cage lies the tortured soul of its last victim, slowly being whittled away, as if it were being absorbed into the open wound of the beast's belly. This visage, real or illusory, is complete with attendant echoes of agony and pain.

Combat: A devourer is a menace, powerful magically and physically, that is able to strip even hearty opponents of courage with a mere touch. The creature lusts for the chance to slay, maim, and feed.

Energy Drain: An opponent touched by a devourer must make a constitution save or lose one level of experience.

Trap Essence: The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attack and make a trap essence attack. This requires a normal attack roll but deals no damage; if the attack is successful, the opponent must make a constitution save to avoid dying outright. The slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish, alter reality*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time. The trapped essence provides a devourer with enough power to use five spell-like abilities for each hit die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence loses one level for every five times the devourer uses one of its spell-like abilities. When the essence's number of lost levels equals the creature's total hit die or level, the essence is destroyed forever, and irrevocably.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough power for 30 to 75 uses). Once per round, a devourer can use one of the following abilities: *confusion, control undead, ghoul touch, lesser planar ally, ray of enfeeblement, spectral hand, suggestion,* or *true seeing*.

Spell Deflection: The trapped essence provides a measure of magical protection for the devourer. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment, confusion, detect thoughts, dispel evil, dominate person, fear, geas/ quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects, like *banishment*, might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

DINOSAUR- Triceratops

NO. ENCOUNTERED: 1-10
SIZE: Large
HD: 16 (d8)
MOVE: 30 ft.
AC: 18
ATTACKS: 3 Horn (1d12)
SPECIAL: Powerful Charge, Trample, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 9
XP: 4175+16

A triceratops is a large dinosaur with a bony crown, having three protruding horns: two of equal size, and a center, larger horn. They live in open and spacious temperate areas, and eat ferns and other vegetation. They are non-aggressive herd animals.

Combat: An angry triceratops charges into battle with its head lowered, using its horns as lances.

Powerful Charge: When it charges, a triceratops deals triple damage with all of three of its horn attacks.

Trample: A triceratops can flatten anything smaller than itself that gets in its way. Any such victim suffers 6d6 points of damage. A successful dexterity save reduces this damage by one half.

DINOSAUR- Tyrannosaurus

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 18 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Bite (5d8)
SPECIAL: Swallow Whole, Scent, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 10
XP: 5900+18

The tyrannosaurus rex is an impressive carnivore, though not particularly intelligent. They are massive, bipedal saurians, growing to as much as 50 feet long and 24 feet high. They can be found in almost any temperate or tropical terrain, but they prefer to roam scrublands where they can use their speed to stalk prey. They have poor hearing, but a keen sense of smell. Their eyesight is poor, but they are able to detect the slightest movement at great distances.

Combat: A tyrannosaurus engages its victims by biting them, lifting them, and swallowing them. If this fails, the dinosaur will shake the victim violently, trying to fling it apart.

Swallow Whole: If a tyrannosaurus is larger than its prey, and rolls a natural 20 on its attack roll when biting, the tyrannosaurus will swallow the victim whole. Digestion begins immediately. Powerful corrosive stomach acids will cause 4d6 hit points of damage each round, and will destroy non-metal goods and equipment. A victim with a small edged weapon can attempt to cut free of the beast's gullet. These attempts automatically hit, but suffer -3 to all damage rolls due to the confining and constricting space.

DOG (Coyote)

NO. ENCOUNTERED: 1-20
SIZE: Small
HD: 1 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1

Dogs come in a wide variety of breeds, colors and sizes. Wild dogs are generally of larger, stouter, breeds. They socialize in packs numbering from 4 to 16 individuals. They can be found in any climate and any terrain. They can be aggressive if hungry and have a guarded fear of humans, humanoids or demi-humans.

Combat: Dogs and coyotes only attack what they think they can kill. They always attack in groups, with several distracting the prey while others try to pull the quarry down from behind.

DOPPELGANGER

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 4 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: Slam (1d12)
SPECIAL: Twilight Vision 60 ft., Detect Thoughts, Change Shape, Class Abilities, Immunity: Sleep and Charm Effects
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Shapechanger
TREASURE: 4
XP: 120+4

Doppelgangers are humanoid creatures capable of assuming the form and appearance of any other humanoid creature of the same size. Cursed never to enjoy normal lives of their own, doppelgangers are envious of others who can. They take the forms and live the lives of others, so they can know a little piece of perceived happiness. They are always looking for new victims. When a doppelganger finds someone appealing, it will stalk that person, learning his or her ways, knowledge, and lifestyle. Once the creature feels that it has enough knowledge about the victim's life, it will lure the intended target away, killing him or her, and will then assume the victim's form. Doppelgangers never work in tandem, often plotting against each other and never realizing it.

Combat: A doppelganger typically approaches a potential victim in some guise it feels the victim would find compelling or distracting, and attempts to lure the victim away into a secluded location. There, it attempts to murder its victim. Doppelgangers are wary of direct confrontation. If the doppelganger has managed to kill its victim, it will destroy the body so that none may find its secret and reveal the deception.

Detect Thoughts: Doppelgangers are able to read the surface thoughts of any creature within 60 feet. This allows the creature to know general feelings, ideas, and notions, but does not give the doppelganger complete access to the victim's mind.

Change Shape: A doppelganger can assume the form of any small or medium sized humanoid creature. This form remains until the doppelganger wishes to change it.

Special: Doppelgangers have the abilities, including spellcasting, of one class of the Castle Keeper's selection. They act as 5th level, regardless of which class abilities the doppelganger possesses.

DRAGONS

Dragons are rare, intelligent creatures. There are many different breeds of dragons, some greater than others. Dragons can be lordly creatures with little thought but the benefit of the world, or foul drakes bent on evil and destruction. They are found in all climates and terrains. They are not affected by adverse weather, nor daunted by any geographical feature. From the youngest hatchling to the most ancient wyrm, dragons are powerful and altogether dangerous creatures.

Whether good or evil, all dragons have a great love for treasure. This love borders on greed, even in good dragons. They build mounds of treasure and sleep upon them as nests. They are well acquainted with every coin, gem, jewel, or other item of value, especially magic items, that they lie upon. To steal from *an*y dragon is to incur its hatred and suffer its revenge.

Dragon abilities change with age. They gain in intelligence, hit dice, armor class and special abilities. Consult the age chart below for a dragon's saving bonus, and the age chart under each individual dragon breed for its size (Size), hit dice (HD), armor class (AC), damage bonus (DB), spell resistance (SR), intelligence (Int) and treasure (TR).

Age: Dragons are immortal, intelligent creatures. They attain adult size relatively quickly, at the age of 101, but thereafter their growth slows. It takes many long years for a dragon to be considered ancient. They learn quickly, and rarely forget; older dragons are filled with wisdom unknown to any mortal race except elves. Roll a d12 on the chart below to determine a dragon's age.

Category	Type	Age	Bonus Saves
1	Hatchling	0-5	+1
2	Fledgling	6-15	+2
3	Young Adult	16-25	+3
4-6	Adult	26-200	+4
7-9	Mature	201-800	+5
10	Seasoned	801-1000	+6
11	Old	1001-1500	+7
12	Ancient	1501+	+8

Size: A dragon's age determines its size. Hatchlings are always small. Fledglings are always medium size. Dragons of all other age categories are large. A dragon continues to grow as it ages, though its growth slows somewhat. As a rule of thumb, an ancient dragon is usually twice the size of a adult dragon.

Hit Dice: All dragons roll a d12 for their hit points regardless of age or size.

Move: Dragons in age categories 1-3 move at half the rate listed, and those in age categories 10-12 move 1/2 more than the listed rate.

Languages and Magic: All dragons can speak their own tongue and the common tongue. All dragons have some spell-like abilities, as detailed below for each dragon type. If it has spell-like abilites it uses them as if it were a wizard of a level equal to the age catagory of the dragon. Upon attaining a higher age category, dragons can make an intelligence check against a difficulty of 12. If the check is successful, the dragon is able to speak and understand any language, and also possesses dragon magic, as detailed below for each breed. If the roll fails, a new check can be made when the dragon reaches the next age category.

Experience: The experience point award for dragons varies according to type, age and ability. Castle Keepers should consult the experience point award chart given on page 6. Dragons should be extremely difficult to slay and should therefore be awarded a generous amount of experience.

DRAGONS AND COMBAT

Dragons are ferocious creatures, and fight with a multitude of weapons. They are able to fight while airborne or on the ground. In melee combat, they strike with forearm claws, a viciously fanged bite, and a tail slap. All of these attacks can occur simultaneously against several different opponents. For instance, a dragon can bite one target, claw two others, and smash yet another with its tail. While airborne, they can direct a powerful wind blast from their beating wings, and can attack with all four claws, a bite, and a tail slap. They favor lifting victims with their rear claws, rending them with their front claws, and biting them with their terrific jaws. Some dragons particularly enjoy dropping enemies from a great height.

It should be noted that the size of the victim and the dragon plays a large role in the number of attacks a dragon can make. For example, if an ancient dragon scoops up a halfling, it is hardly going to be able to rake, claw, and bite the unfortunate victim without doing itself great damage.

Special Rules for Dragon Combat: Dragons do not add their full hit dice when making attack rolls; a dragon adds one-half of its hit dice to attack rolls. Dragons do, however, add their full hit dice to saving throw rolls, plus the bonus set forth in the age chart.

Breath Weapons: Dragons have at least one breath weapon. Breath weapons can be used as many as 3 times per day, but not more often than once per turn. Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Dragon Size	Line* (Length)	Cone** (Length)
1'-10'	30 ft.	15 ft.
11'-20'	40 ft.	20 ft.
21'-30'	60 ft.	30 ft.
31'-40'	80 ft.	40 ft.
41'-50'	100 ft.	50 ft.
50'-60'	120 ft.	60 ft.
61'-	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.
**A cone is as high and wide as its length.

Damage: Dragons grow at a rapid rate, however smaller dragons are not able to deal the potent damage dealt by older, more experienced dragons. Dragons in age categories 1-3 do 1/2 the listed damage and those in age categories 10-12 do 1/2 greater than the listed damage.

Bite: Bite attacks deal the indicated damage plus the dragon's strength bonus listed in each chart (DB).

Claw: Claw attacks deal the indicated damage plus 1/4 the dragon's strength bonus listed in each chart (DB).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's strength bonus listed in each chart (DB).

Tail Slap: A dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus the dragon's listed strength bonus (DB).

Tail Sweep: This special attack allows a dragon of at least large size to sweep with its tail. The sweep affects a half-circle with a radius of 30 feet from the tail's base. Creatures within the swept area are affected only against opponents ½ the size of the dragon. A tail sweep automatically deals the indicated damage plus the dragon's damage bonus. Affected creatures can attempt a dexterity save to take half damage.

Grappling: Dragons do not favor grapple attacks, though their crush attack uses normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like abilities.

Windblast: While flying, a dragon is able to create a wind blast with its wings that can knock people over and blow small items away. This is generally used to stir up dust, deflect missile weapons, knock out magic users, and the like. Affected creatures of medium size or smaller should make a dexterity check to see if they are knocked prone by the blast. Dwarves and other stout creatures add +4 to their dexterity saves.

Frightful Presence: Any adult or older dragon can unsettle foes by its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet multiplied by the dragon's age category are subject to the effect if they have fewer hit dice than the dragon's age category. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, will remain immune to the dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less hit dice become panicked (treat as the effects of the *fear* spell) for 4d6 rounds and those with 5 or more hit dice become shaken (suffering a -2 penalty on all attack, damage, attribute check, and saving throw rolls) for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Immunities: All dragons are immune to *sleep* and paralysis effects.

Spell Resistance: As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the tables below.

Keen Senses: A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has deepvision and darkvision out to 120 feet and the Scent ability. They have superior hearing as well and are able to pinpoint almost any opponent unless the target is magically hidden such as with an *invisibility* spell.

Black Dragon

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: Special * (see below)
MOVE: 60 ft., 150 ft. (fly), 60 ft. (swim)
AC: Special (see below)
ATTACKS: 2 Claw (1d4), Tail (1d8), Bite (2d12)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing
SAVES: M, P
INT: See table
ALIGNMENT: Chaotic Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Lairing in the swamps and marshes of long forgotten lands, the black dragon is an ancient, powerful, and terrifying enemy. Black dragons often survive where nothing else could, carving a niche for themselves with cunning and brute force. They are notoriously and irredeemably evil, coupling their nastiest traits with a vicious sentience. They are foul creatures, steeped in their own filth and mired in the mounds of their half-eaten and rotten victims. They care little for treasure, discarding what they find or gain with the bones of those who carried it. Any treasure they may possess is often found buried in the refuse of the lair.

Black dragons do not lair alone. From 1 to 4 will be encountered in or near a lair.

Dragon Magic: If a black dragon has this ability, (see Dragon—Languages and Magic) then it possesses one 1st level wizard spell, of the Castle Keeper's choice, for each age category. A mature black dragon would have five 1st level wizard spells available to it.

Combat: Black dragons engage enemies through stealth. They lay in wait, buried in the marshy ground. When a victim or victims pass the dragon, the beast rises slowly from the morass and sprays victims with a deadly blast of their acidic breath. Before their victims can recover, the dragon falls upon them with fang and claw. The dragon will not fight to the death, but will flee into the swamps if pressed too hard, abandoning treasure and all.

Water Breathing: A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Other Spell-like Abilities: Black dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *darkness* 3/day (10 feet radius per age category) and *corrupt water* 1/day; 7-9 *plant growth* 5/day; 10 *insect plague* 1/day; 11 *animal growth*; 12 *charm reptiles* 3/day.

Corrupt Water: Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must make the necessary save or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Charm Reptiles: A black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Breath Weapon: A black dragon's breath weapon is a searing caustic mist of disintegrating acid, which clings to anything it comes into contact with. Any creature in the area of effect suffers 1d6 points of damage for every hit die the dragon possesses. A successful dexterity save reduces this damage by half.

Black Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	4	15	-	-	8	4
2	4'	6	17	1	-	10	8
3	8'	8	19	2	-	12	12
4-6	16'	12	21	4	-	14	16
7-9	25'	16	21	6	-	16	16
10	32'	20	21	7	2	18	18
11	48'	24	24	8	3	20	18x5
12	55'	28	27	10	4	20	18x10

Blue Dragon

NO. ENCOUNTERED: 1-3
SIZE: Special (see below)
HD: Special * (see below)
MOVE: 40 ft., 150 ft. (fly), 20 ft. (burrow)
AC: Special (see below)
Attack: 2 Claw (1d6), Tail (1d8), Bite (4d6)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Create/ Destroy Water
SAVES: M, P
INT: See table
ALIGNMENT: Lawful Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Blue dragons are the undisputed masters of deserts and wastelands. They take great joy in the warmth of the desert air, spending many hours of every day basking in the warm sun. Blue dragons often take up residence upon some high, flat outcrop where they can both sun themselves and watch the land about. They are very territorial and claim vast stretches of desert as their own. They attack most any predator that enters their range, great or small.

Blue dragons have a powerful disdain for most life, and prefer a solitary existence. However, on occasion, up to three of these foul monsters may be found sharing a single lair.

Dragon Magic: If a blue dragon successfully gains this ability, (see Dragon—Languages and Magic) it receives one 1st level wizard spell for each of the first three age categories it has attained, one 2nd level wizard spell for each of the next three age categories it has attained, and one 3rd level wizard spell for each of the final two age categories it has attained. For example, a mature dragon would have three 1st level spells, and two 2nd level spells.

Combat: Blue dragons are fierce predators. They attack with little thought or concern for who or what they are attacking. When an interloper is spied they take to the air, using the high desert winds to bring them above their intended target. At that point they fall upon the enemy in a ferocious dive. As they do so they cup their wings about their bodies, which in turn make a loud thundering noise. Just before they fall upon their victims they rise up and strike them with their breath weapon.

Create/Destroy Water: A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must make the necessary saving throw or be ruined. This ability is the equivalent of a 1st-level spell.

Blue Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	6	16	1	-	10	4
2	8'	8	18	2	-	10	8
3	12'	10	20	3	-	12	12
4-6	20'	14	21	4	-	14	16
7-9	25'	18	21	6	-	16	16
10	32'	22	23	8	2	18	18
11	48'	26	25	10	3	20	18x5
12	60'	28	27x	11	4	21	18x10

Sound Imitation: A fledgling or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must make a successful wisdom save to detect the ruse.

Other Spell-like Abilities: Blue dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *ventriloquism* 3/day; 10 *hallucinatory terrain* 1/day; 11 *veil* 1/day; 12 *mirage arcana* 1/day.

Breath Weapon: A blue dragon's breath weapon is a searing blue-white electrical arc. Any creature caught in this discharge suffers 1d8 points of damage for each hit die the dragon possesses. A successful dexterity save reduces damage by half.

Green Dragon

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 40 ft., 150 ft. (fly), 40 ft. (swim)
AC: Special (see below)
ATTACKS: 2 Claw (1d4), Tail (1d6), Bite (2d6)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Water Breathing
SAVES: M, P
INT: See table
ALIGNMENT: Lawful Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Green dragons prefer to dwell in temperate regions, lairing in deep, ancient forests. They burrow under hills or beneath the roots of gigantic trees where they make their lairs and gather their hordes of treasure. The greater wryms often take up residence in old barrows where they scatter the ashes of the dead and mound their treasure. Green dragons are jealous creatures and are possessed of a great lust for gems and jewels. These they prize over all other items.

They are weaker than others, on the whole, but make up for this weakness through schemes and treachery. Green dragons usually live alone, but on rare occasions, up to four may lair together.

Dragon Magic: If a green dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell for each of the first four age categories it has attained, and one 2nd level wizard spell for each of the final four age categories it has attained. These spells are cumulative. For example, a mature green dragon would have four 1st level spells and one 2nd level spell.

Combat: Green dragons are whirlwinds of destructive force. They always try to attack from ambush, either lying in wait or stalking their prey. They breathe a cloud of poison gas upon their victims, falling upon them before they have a chance to recover. If there is more than one intended victim, green dragons always try to separate the strongest from the weakest to eliminate the lesser threats quickly. They try to always lead victims away from their treasures, even to the extent that wounded green dragons flee away from the lair.

Water Breathing: A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Other Spell-like Abilities: Green dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *suggestion* 3/day; 10 *emotion* 1/day; 11 *plant growth* 1/day; 12 *command plants* 1/day.

Breath Weapon: A green dragon's breath weapon is a caustic vaporous toxin that burns the skin, mouth, throat and lungs of any creature it comes into contact with. It deals 1d6 points of damage per hit die of the dragon. A successful constitution save reduces the damage by half.

Green Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	6	18	-	-	10	4
2	4'	8	22	1	-	10	8
3	8'	10	24	1	-	12	12
4-6	16'	12	26	3	-	14	16
7-9	22'	16	26	5	-	16	16
10	36'	18	28	7	-	18	18
11	40'	20	28	8	2	20	18x5
12	50'	24	30	9	3	20	18x10

Red Dragon

NO. ENCOUNTERED: 1
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 40 ft., 150 ft. (fly)
AC: Special (see below)
ATTACKS: 2 Claw (1d8), Tail (1d10), Bite (4d10)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Fire (full)
SAVES: M, P
INT: See table
ALIGNMENT: Chaotic Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Red dragons are vain, pompous, greedy, and thoroughly evil creatures that delight in the ruin that they cause. They revel in tormenting and toying with their prey, often misleading it into believing that escape is possible if a task is performed or a riddle answered. They dwell in most climes, but prefer the roots of mountains and deep caves. For this reason, they have long been the bane of dwarves, for red dragons plunder dwarven holds for their wealth and comfort.

Red dragons are solitary monsters and are never encountered with other dragons. They are arrogant, and look upon all other creatures with disdain. They are not, as are many dragons, territorial creatures. When they leave their lairs to hunt or for the joy of tormenting others, they range over vast regions, burning and laying waste to the country. They then return to their holes where they rest, brooding upon the evils they have wrought.

Dragon Magic: If a red dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell for each of its age categories and one 2nd level spell each for the seasoned, old, and ancient ages. For example, an old dragon would have seven 1st level spells and two 2nd level spells.

Combat: When drawn out to battle, red dragons are horrific foes. They attack first by unleashing a huge blast of fiery breath, thereafter falling upon their foes, slashing and gnawing with their teeth. They never attack from ambush or hide from an enemy. If it seems that their intended victim is going to be surprised, a red dragon will warn it of its impending doom, often allowing it to gather itself and its weapons. They love to gloat, so they often converse with opponents that they have battered senseless, devouring them only after the sport becomes dull.

Other Spell-like Abilities: Red dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: *locate object* can be used 1/day at Age 7, 2/day at Age 8 and 3/day at Age 9; *suggestion* 3/day at Age 10; *hypnotism* 1/day at Age 11; *geas* 1/day at AGe 12.

Locate Object: A mature or older red dragon can use this ability as the spell of the same name, once per day per age category.

Breath Weapon: A red dragon's breath weapon is a phenomenally hot burst of flame, and burning oils. The fire from its breath tends to splatter and pour out of the creature's giant maw. The breath deals 1d10 hit points of damage per hit die. A successful dexterity save reduces damage by half.

Red Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	6'	8	19	1	-	10	4
2	10'	10	23	2	-	12	8
3	16'	14	25	3	-	15	12
4-6	25'	18	30	6	2	16	16
7-9	40'	22	30	8	3	22	16
10	50'	26	30	10	4	24	18
11	60'	30	31	11	5	25	18x5
12	72'	34	32	12	6	26	18x10

White Dragon

NO. ENCOUNTERED: 1-6
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 60 ft., 200 ft. (fly), 30 ft. (burrow)
AC: Special (see below)
ATTACKS: 2 Claw (1d4), Tail (1d6), Bite (2d8)
SPECIAL: Breath Weapon, Spell-Like Abilities, Icewalking, Immunity to Cold (full)
SAVES: M, P
INT: See table
ALIGNMENT: Chaotic Evil
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

White dragons usually lair in high, glacial mountains. They carve their homes out of the ice, usually in a crevice in a vertical cliff. They dig deep into the ice and stone, building their nest far from the reaches of most anyone. They are small for dragon-kind and they rely upon the perilous terrain to keep enemies at bay. Their smaller and lighter frames and their conditioning from breathing thin mountain air allows them to fly much higher than other dragons and most other beasts. They are less intelligent than other breeds of dragon, but are just as tricky and conniving.

White dragons trust in numbers to make up for what they lack in brute force, clustering in groups of up to 6. Like their close kin, the green dragon, white dragons love treasure and hoard it more than many others. They fear its loss

so much that they often cast *wall of ice* upon the treasure mound to keep it safe and hidden.

Dragon Magic: If a white dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell per 2 age categories.

Combat: Stealth and maneuverability are a white dragon's favorite tactics. They possess tremendous flying skills and are able to out-maneuver almost any other flying creatures. They rely upon their ability to fly to bring them in and out of combat or to strike foes in precarious situations. They are vicious in the kill, rending and tearing with claw and tooth when they take hold of their quarry.

Other Spell-like Abilities: White dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *fog cloud* 3/day; 10 *gust of wind* 3/day; 11 *wall of ice* 1/day; 12 *control weather* 1/day.

Icewalking: This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog: An old or older white dragon can use this ability three times per day. It is similar to a *sleet storm* spell. This ability is the equivalent of a 5th-level spell.

Breath Weapon: A white dragon's breath weapon is an icy blast of frost, so cold that it freezes the very breath of its foes, destroying them from the inside. Any struck by the line of frost sufferes 1d4 points of damage per hit die of the dragon. A successful dexterity save reduces damage by half.

White Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	3	14	-	-	6	4
2	4'	5	16	-	-	7	8
3	6'	7	18	2	-	8	12
4-6	14'	11	18	4	-	10	16
7-9	20'	15	19	5	-	12	16
10	32'	19	20	6	-	14	18
11	40'	23	21	7	1	16	18x5
12	50'	27	21	8	2	18	18x10

Brass Dragon

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: Special (see below)
MOVE: 60 ft., 200 ft. (fly), 30 ft. (burrow)
AC: Special (see below)
Attack: 2 Claw (1d4), Tail (1d6), Bite (4d4)
SPECIAL: Breath Weapon, Immunity to Fire (full), Speak with Animals, Spell-Like Abilities
SAVES: M, P
INT: See table
ALIGNMENT: Neutral Good
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Brass dragons are benevolent creatures. They prefer to reside in arid, inhospitable deserts, and make their homes beneath large rock outcroppings or in deep caves. Brass dragons are smaller than most other dragons and because they occupy the same ranges as blue dragons, a sub-species they loath, they take great pains to conceal their lairs. The entrances to their dens are well hidden and covered, often so small that even the dragon itself has to squeeze through. They are cunning and able to camouflage these entrances well.

They make allies with other brass dragons and they often subdue other beasts, great and small, and employ them within their terrain to act as spies and messengers.

Dragon Magic: If a brass dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell for each of the first three age categories it has attained, one 2nd level wizard spell for each of the next three age categories it has attained, and one 3rd level wizard spell for each of the final two age categories it has attained. For example, a mature dragon would have three 1st level spells and two 2nd level spells.

Combat: Brass dragons do not enjoy combat and avoid it when they can. However, if attacked they use their environment to great affect by leading their aggressors into the deep desert. If necessary they act wounded, flying in short leaps, keeping their pursuers in sight. Such pursuits can last for days. Regardless of the time elapsed, when the dragon attacks it does so by using its *control weather* or *control winds* ability (if it is old enough) to raise a sand storm. Using the storm as cover, the dragon uses its breath weapon to knock out opponents. Once done they gather them up in claw and carry them out in the trackless wastes, abandoning them to certain death.

Breath Weapon: A brass dragon's breath weapon is a magical vaporous substance with two possible qualities. The dragon chooses which effect is desired before using the breath weapon. One quality is identical to effect of the spell *sleep*, and the other is identical to the effect of *fear*. With either cloud, 1d6 hit dice or levels per hit die of the dragon are affected, ignoring hit dice limitations, immunities, and/ or resistances. In either case, the duration of the effect is a number of rounds equal to the brass dragon's hit dice. A potential victim is allowed an intelligence save (sleep) or a charisma save (fear) to resist the effects of the breath weapon.

Other Spell-like Abilities: Brass dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *speak with animals* 3/day; 7-9 *endure elements 1/day*; 10 *suggestion* 3/day; 11 *control winds* 1/day; 12 *control weather* 1/day.

Speak with Animals: This ability is constantly in effect, and is treated identically to the spell of the same name.

Summon Djinni: This ability, usable by a ancient wyrm brass dragon, works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Brass Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	6	15	0	-	10	4
2	4'	8	16	0	-	10	8
3	8'	10	17	1	-	12	12
4-6	16'	12	18	3	-	14	16
7-9	24'	14	19	5	2	18	16
10	32'	18	20	6	2	18	18
11	40'	22	21	7	3	20	18x5
12	48'	26	22	8	3	20	18x10

Bronze Dragon

NO. ENCOUNTERED: 1-6
SIZE: Special (see below)
HD: Special (see below)
MOVE: 40 ft., 150 ft. (fly), 60 ft. (swim)
AC: Special (see below)
ATTACKS: 2 Claw (2d4), Tail (1d8), Bite (4d6)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Electricity (full), Speak with Animals, Water Breathing
SAVES: M, P
INT: See table
ALIGNMENT: Lawful Good
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Bronze dragons are a larger breed of dragon, benevolent and beneficent to life and nature. They make their homes near wild seas, lakes, or large, slow-moving rivers, as they love the natural beauty inherent in bodies of water. They swim as easily as they fly and often range far from land while doing so. Their lairs are usually accessible only through an underwater cavern or tunnel. These creatures are curious and often change shape to converse with travelers and learn what is happening beyond the confines of their dens. Bronze dragons are familial, and often travel with their mate and hatchlings.

Dragon Magic: If a bronze dragon has this ability, (see Dragon—Languages and Magic) then it possesses one 1st level wizard spell of the Castle Keeper's choice for each age category. Therefore, a mature bronze dragon has five 1st level wizard spells available for use.

Combat: Bronze dragons enjoy a good fight. They have an innate sense of fair play, and like their evil red dragon cousins, rarely attack a foe by surprise or through guile. They always allow their enemies time to compose themselves before they spar. The bronze dragon looks upon battle as a challenge. Enamored of its own power, they cannot conceive of a situation in which they could lose. The bronze dragon is intractable, and once they commit themselves to destroying another creature, they do not stop until they are victorious or they themselves fall. They always attack with a bolt of lightning first, but follow that with a ferocious assault with tail, fang and claw. If a bronze dragon feels it has utterly overmatched an enemy it breathes its *repulsion* mist upon it so the bronze can disengage and find a more sporting partner.

Breath Weapon: A bronze dragon has two breath weapons, a line of lightning and a *repulsion* mist. The line of lightening does 1d10 points of damage per hit die. The mist is hardly visible to the naked eye and causes a sensation of dread and repulsion to come over all who come into contact with it (it functions as a *repulsion* spell). It affects 1d6 levels or hit dice of creatures per hit die of the dragon, regardless of immunity or resistance. This effect will last for 6 rounds. A successful charisma save negates the effect.

Water Breathing: A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Other Spell-like Abilities: Bronze dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 3 *speak with animals* at will; 4-6 *create food and water* 3/day; 7-9 *fog cloud* 1/day; 10 *detect thoughts* 1/day; 11 *control water* 1/day; 12 *control weather* 1/day.

Speak with Animals: This ability is constantly in effect, and functions as the spell of the same name.

Alternate Form: An adult or older bronze dragon can assume any animal or humanoid form of medium size or smaller three times per day. This ability acts as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Bronze Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	6	19	1	-	14	4
2	10'	8	21	2	-	14	8
3	16'	12	22	3	2	16	12
4-6	24'	16	23	4	3	18	16
7-9	32'	20	24	6	4	19	16
10	48'	24	27	8	5	21	18
11	55'	28	27	10	6	23	18x5
12	60'	32	29	11	7	24	18x10

Copper Dragon

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 40 ft., 150 ft. (fly)
AC: Special (see below)
ATTACKS: 2 Claw (1d4), Tail (1d8), Bite (4d4)
SPECIAL: Breath Weapon, Spell-Like Abilities, Immunity to Acid (full), Spider Climb
SAVES: M, P
INT: See table
ALIGNMENT: Chaotic Good
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Copper dragons are generally peaceful creatures, content to leave the world around them to its own devices as they pursue their own. They often reside in warm climes far from the noise and din of civilization. They prefer to live in large caverns of their own make and design, often tunneling and extending their warrens deep into the bowels of mountain and hill with countless caves, dens and warrens.

Copper dragons relish sleep like no other dragon and at times sleep for decades. At times, these long silences prompt other creatures to take up residence in a copper dragon's warren, little aware of the danger within. There are occasions in which a copper dragon teams with subterranean races known for their mining abilities, like dwarves or gnomes, to excavate and design caverns or follow an especially rich vein of ore.

Dragon Magic: If a copper dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell per 2 age categories.

Combat: The copper dragon rarely seeks out a fight and then only for food or revenge for some wrong. However, when this dragon's lair is penetrated, it becomes fierce and deadly. It takes to drawing the interlopers ever deeper into its den where they become lost in the maze of tunnels and caverns. The dragon attempts to split them up by enticing them individually or in groups into areas from which they can not escape. Once so caught, the dragon leaps upon them in all its fury, rending and tearing its enemies to pieces.

Breath Weapon: A copper dragon's breath weapon can take one of two forms: a caustic spray of acid, or a thick cone of gas that surrounds and slows anyone

caught within it. The acid sprays in a straight line, inflicting 1d4 points of damage for every hit die of the dragon. A successful dexterity save reduces the damage by half. The cloud effect functions as a *slow* spell. This effect ignores immunities or resistances, and slows 1d4 hit dice or levels of creature for every hit die of the dragon. This effect lasts for 6 rounds. A successful dexterity save negates the effects completely.

Spider Climb: Copper dragons are constantly affected by an effect identical to that of the spell *spider climb*.

Other Spell-like Abilities: Copper dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *stone tell 2/day*; 10 *transmute rock to mud (vice versa)* 1/day; 11 *wall of stone* 1/day; 12 *control move earth* 1/day.

Copper Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	2'	5	15	0	-	12	4
2	6'	7	17	1	-	12	8
3	8'	9	19	1	-	14	12
4-6	16'	11	21	3	-	16	16
7-9	20'	15	21	5	-	20	16
10	26'	19	21	7	2	20	18
11	32'	23	23	8	3	22	18x5
12	40'	27	23	9	4	22	18x10

Gold Dragon

NO. ENCOUNTERED: 1
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 60 ft., 200 ft. (fly), 60 ft. (swim)
AC: Special (see below)
ATTACKS: 2 Claw (1d8), Tail (1d8), Bite (6d6)
SPECIAL: Breath Weapon, Alternate Form, Spell-Like Abilities, Immunity to Fire (full), Water Breathing
SAVES: M, P
INT: See table
ALIGNMENT: Lawful Good
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Gold dragons are found in every climate and terrain, though they prefer to dwell in mountains from which they can view their domains. Mature gold dragons scour the high places of the world for long abandoned forts, towers or castles within which to build their lair, for they enjoy the comfort of walls, though they lack the skill to build them. At times they may wrest ownership of a castle from some evil lord, wizard or other such creature. Here they almost always occupy the great hall, where they mound their treasure and build a nest. From these aeries, gold dragon rule vast swaths of land which they care for in their own way.

Intelligent and wise, gold dragons are benign creatures and often aid other like-minded creatures, often in secret. Within their territories they brook none of evil intent or make, and seek those out with relish and destroy them. They have a particular love for the downtrodden and helpless, and legends speak of ancient golden wyrms coming to the manor houses of abusive lords and righting wrongs through long-winded speeches or the threat of violence. Gold dragons love precious metals, but gems and pearls are especially favored by the more ancient ones, for which they gladly barter.

Dragon Magic: If a gold dragon successfully gains this ability, (see Dragon—Languages and Magic) then with every age category, it gains an additional spell level, starting at 1st level for the hatchling, and culminating at 8th level for the ancient. A gold dragon gains one spell of a spell level per age category. A mature gold dragon would have five 1st level, five 2nd level, five 3rd level, five 4th level, and five 5th level spells. In addition, gold dragons with this ability have the full abilities of a wizard of a level equal to age category, but the spells learned in this manner require a spellbook, as usual. An ancient gold dragon would have the abilities of an 8th level wizard.

Combat: Gold dragons are calculating combatants. Of all the dragons, these are the most patient in combat. Often, battles with gold dragons can take days or weeks as he teases his foe with false hope, weakening them slowly with withering magical and breath attacks followed by brutal aerial assaults. In the end, the gold dragon will have surmized his enemies tactics and strategies, capabilities and capacities and attempt to use this knowledge against his enemies and crush them in one final battle.

Breath Weapon: A gold dragon's breath weapon is either a flaming jet of immense heat, or a toxic, vaporous cloud of flesh-eating gas. The blast of fire extends causes 1d10 hit points of damage per hit die of the dragon. The cloud of gas deals 1d10 points of damage per hit die of the dragon to anything caught within it. A successful dexterity save, against either form, reduces damage by half.

Alternate Form: Gold dragons are able to assume the shape of any animal or humanoid creature, remaining indefinitely in the chosen form. The gold dragon's true form is only revealed upon its death or when subjected to *true seeing*. This ability renders a gold dragon immune to the effects of *polymorph*.

Water Breathing: A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus: Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon, but ends if the gem is destroyed. This ability is the equivalent of a 2nd -level spell.

Detect Gems: An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd level spell.

Other Spell-like Abilities: Gold dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 7-9 *bless 3/day*; 10 *geas/quest* 1/day; 11 *sun burst* 1/day; 12 *foresight* 1/day.

Gold Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	6'	8	17	0	-	14	4
2	10'	10	18	2	2	16	8
3	20'	14	19	4	3	17	12
4-6	32'	18	21	6	4	20	16
7-9	50'	22	23	8	5	21	16
10	64'	28	25	10	6	22	18
11	72'	34	27	11	7	23	18x5
12	90'	36	29	12	8	24	18x10

Silver Dragon

NO. ENCOUNTERED: 1-2
SIZE: Special (see below)
HD: Special* (see below)
MOVE: 40 ft.,
150 ft. (fly)
AC: Special (see below)
ATTACKS: 2 Claw (1d6),
Tail (1d8), Bite (6d6)
SPECIAL: Breath Weapon,
Spell-Like Abilities,
Immunity: Acid (full)
and Cold (full)
SAVES: M, P
INT: See table
ALIGNMENT: Lawful Good
TYPE: Dragon
TREASURE: See table (hoard)
XP: Special (see page 6)

Silver dragons are found almost exclusively in tall and remote mountains where they can live in peace, far from the prying eyes and swords of treasure seekers and dragon slayers. They are reclusive, having little to do with other dragons or races not of their own kind. They hoard their treasures in deep caves, or make aeries of stone on high, inaccessible peaks. A silver dragon's aerie is large and consists of several rooms and connecting tunnels. The walls are thick, protecting the dragon from the wind and weather and usually coated with ice and frost, making them impenetrable.

Silver dragons are fond of reading, and they most especially enjoy tales of knights and heroes and damsels in distress. Of all their treasures, books and scrolls are the most valued. A silver dragon's hoard always possesses several dozen rare manuscripts. To further this end, the silver dragon gladly listens to bards when they encounter them if the right tale is told. These tales occasionally embolden a dragon to take up quests to aid those they consider noble and good and even to seek out and rescue damsels in distress.

Dragon Magic: If a silver dragon successfully gains this ability, (see Dragon—Languages and Magic) it has one 1st level wizard spell for each of its Age Categories and one 2nd level spell each for seasoned, old and ancient. For example, an old dragon would have seven 1st level spells and two 2nd level spells. In addition, if the dragon has this ability, it has the full abilities of a wizard of a level equal to ½ the age category, but the spells learned in this manner require a spellbook as normal. A seasoned silver dragon would have the abilities of a 3rd level wizard.

Combat: Silver dragons, once enraged and engaged in combat, are brutal, unforgiving and voracious. They target single foes and slay them as quickly as possible, never wasting their attacks on numerous enemies at once. Wary of wizards and their ilk, they prefer to slaughter them first, moving to knights and warriors last.

Other Spell-like Abilities: Silver dragons possess inherent magic abilities. They acquire these abilities as they age. They are as follows: 4-6 *fog cloud*, 7-9 *control winds 3/day*; 10 *feather fall* 2/day; 11 *control weather* 1/day; 12 *repulsion* 1/day.

Alternate Form: A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking : A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Breath Weapon: A silver dragon's breath weapon can be a frigid stream of air or a semi-permeable viscous glob of gas that paralyzes those caught within it. The former is a line that deals 1d8 points of damage for each hit die of the dragon. A successful dexterity save reduces this damage by half. If the dragon breathes gas it can paralyze a number of hit dice or levels equal to its own hit dice. This affect lasts for 10 rounds, as is equivalent to a *hold person* spell. A successful strength save indicates that the victim's movement and actions are hindered, as if by the spell *slow.*

Silver Dragon

Age	Size	HD	AC	DB	SR	Int	TR
1	4'	8	15	1	-	14	4
2	10'	10	17	2	-	14	8
3	16'	12	19	3	-	16	12
4-6	22'	16	21	4	2	18	16
7-9	32'	20	23	6	3	19	16
10	48'	24	25	8	4	20	18
11	64'	28	27	10	5	21	18x5
12	72'	32	29	10	6	22	18x10

DRAGONNE

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d10)
MOVE: 40 ft., 30 ft. (fly)
AC: 18
ATTACKS: 2 Claw (1d8), Bite (4d6)
SPECIAL: Roar, Darkvision 60 ft.,
Twilight Vision, Scent
SAVES: M, P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 7
XP: 800+9

Dragonnes are large beasts that look like a cross between a lion and a dragon. Their bodies are lined, with fine golden scales. They have the head of a huge male lion, replete with flowing mane. Leathery, dragon-like wings rise from the muscled shoulders but these are too small for the creature's bulk, and allow flight for short distances only. Dragonnes have massive paws, with long retractable claws.

A dragonne is not actually related to any of the dragon kind. They are far less intelligent than their draconic cousins, though they are more cunning than the typical lion. They cannot speak any language, nor do they possess any innate magical abilities. They are most commonly found roaming the wilderness areas, hunting for their favorite prey, halflings, gnomes, goblins and the like.

Combat: The dragonne engages enemies first by weakening them with its booming, disruptive roar. After the roar, the dragonne then pounces, clawing and biting viciously.

Roar: Any victim within 120 feet must make a charisma save. If the save is failed, a victim suffers the loss of 1d4+5 points of strength. A dragonne can use this ability once every 4 rounds. The effect lasts for 10 rounds.

DRIDER

NO. ENCOUNTERED: 1, 2-8
SIZE: Large
HD: 7 (d8)
MOVE: 30 ft., 15 ft. (climb)
AC: 17
ATTACKS: Weapon, Bite (1d4)
SPECIAL: Spells, Web, Poison, Darkvision 60 ft., Fighter Class Abilities, SR 3, Elf Traits
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 7
XP: 720+7

Amalgams created by a failure to appease some dark deity, the drider is half spider, half elf. They have the upper torso, head and arms of an elf, attached in some grisly meshing of skin and fiber to the body of a spider.

Driders are intelligent and possess memories of their former selves. Warping of the mind and flesh into the drider form shatters any restraint formerly held, making the drider little more than a ravaging killer. These creatures instinctively despise their former selves, and anything that reminds them of it; they particularly enjoy destroying anything elven. Outcast from rebirth, driders seldom cooperate, preferring solitude.

Combat: Driders are capable warriors and spellcasters. They make effective use of their spider features; clinging to walls, hurling spells, and relying on their natural spell resistance to protect them. They make frequent use of spell power coupled with physical might, making them a very potent enemy. They usually carry some form of missile weapon as well, closing with enemies only after they have been rendered helpless.

Web: A drider is able to generate the effects of the spell *web* once per day.

Poison: An enemy bitten by a drider is injected with a virulent toxin that immediately affects the nervous system, rendering the victim incapable of movement. A failed save versus constitution causes paralysis for 1 or 2 turns.

Elf Traits: Drider have the following spell-like abilities: *dancing lights* (1/day), *darkness* (1/day), *detect magic* (1/day), *faerie fire* (1/day), *know alignment* (1/day), and *levitate* (1/day); in addition, if the drider is female, it gains *clairvoyance* (1/day), *detect lie* (1/day), *dispel magic* (1/day), and *suggestion* (1/day).

Special: All driders have the class abilities of a 7th level fighter, and the class abilities, including spellcasting, of either a wizard or cleric of the same level; if the drider was originally a female, it has the abilities of a cleric; if it was male, it has those of a wizard.

DRYAD

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 17
ATTACKS: Dagger (1d4)
SPECIAL: Spell-Like Abilities, Tree Dependent, Tree Stride, Wild Empathy, SR 10
SAVES: M, P
INT: High
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 25+2

Dryads are wild, fey creatures that represent a pinnacle of beauty. They live in seclusion in the deepest parts of ancient forests. Shy and non-violent, dryads always attempt to flee from danger. They can literally step into one tree and out of another as they escape.

Dryads are lonely creatures, and they seek to be fawned over and loved for their beauty. For this reason, they often keep men of power or prestige bound to them for many years. Exceptionally handsome men attract the attention of dryads, and a dryad may reveal itself to such an individual, in an attempt to charm and seduce him.

Every dryad is mystically bound to a single, enormous hardwood tree, typically an oak or beech, from which she can never stray more than 300 yards. A dryad's tree does not radiate magic. Dryads possess a great deal of knowledge about the area surrounding their forests, and can communicate with any plant that grows naturally in their habitat.

Combat: Dryads always try to retreat from combat, using thick underbrush and briar patches around their homes to evade pursuit. They can also make quick escapes through the trees themselves (see tree stride). Often they will feign being wounded, or call for mercy, only to flee quickly once the enemy hesitates.

If pressed to fight, a dryad uses a dagger and tries to turn opponents against each other with her potent charm ability.

Spell-Like Abilities: *entangle* (2/day), *charm person* (2/day), *sleep* (3/day). Saving throws against the dryad's charm ability are made at CL 3.

Tree Stride: A dryad is able to travel quickly in its natural habitat by passing through trees. A dryad can magically enter a tree and move to any other tree within 50 feet, in one round. The next round, the dryad can leave the currently occupied tree and move to another. Dryads can do this only four times per day, but they can always meld with their bonded tree.

DWARF

NO. ENCOUNTERED: 1-4, 20-100
SIZE: Small
HD: 1 (d8)
MOVE: 20 ft.
AC: 16
ATTACKS: Weapon
SPECIAL: Dwarf Traits, Deepvision 120 ft.
SAVES: M, P
INT: Average
ALIGNMENT: Lawful Neutral
TYPE: Humanoid
TREASURE: 2
XP: 7+1

Dwarves are short of stature, but stout and strong. They wear full beards, and take great pride in their length and fullness. These sturdy folk make their homes deep within the earth, hammering out an existence through brute force and the forge. Above all else, the dwarves delight in shaping stone, and they love gold, silver, gems, and any wealth found beneath the earth. They are unsurpassed as miners and engineers, and are skilled in making armor and weapons of all kinds. Dwarves have long memories and never forget a grudge or a kindness done for them. For this reason, they have no love of orcs and goblins who too often plunder dwarven wealth. They have very little affinity for elves and their markedly different philosophy and culture. Dwarves communicate and trade with the other races regularly, but often with great suspicion.

Dwarves have tight familial bonds, forming large clans of around 400 members. Their clans are usually part of a larger kingdom of dwarves that consists of 10-100 clans. For every 10 dwarves encountered, there will be a 3rd level lieutenant. For every 40 encountered, there will be four lieutenants

and one 5th level battle lord. If a clan is encountered, 25% will be women and children. The women fight as any other dwarf; the children as a dwarf with a d4 hp. The leader of a clan is always a lord of 8th to 10th level, depending on the size of the clan.

Dwarves can speak some or all of the following languages: common, dwarven, gnome, goblinoid, halfling, elven, ogrish, giant, troll.

Combat: Dwarves are tough, expert fighters, and usually gird themselves in mail from head to toe. They favor the crossbow, axe or hammer in battle. They are cunning, fight as a group, and are adept strategists. True to their nature, Dwarves fight as cohesive units, following the orders of their lieutenants or battle lords to the letter. They march to battle in close formation, shields carried on the left arm, overlapping a neighbor's right flank. They march in these battle lines or "shield walls" until they engage an enemy. In every squad of 10 warriors four of them carry light crossbows. These crossbowmen march behind the shieldwall, which periodically drops to a knee, allowing the crossbowmen to fire over their heads. The crossbowmen then reload and the whole unit marches forward again to repeat the attack.

Determine Depth and Direction: The world beneath mountains and in the deeps of the earth is the natural home of dwarves. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can also determine direction underground as easily.

Enmity (Goblins/ Orcs): Endless wars against goblins and orcs have created an undying of hatred for those vile creatures. When in combat against goblins or orcs, this fury gives dwarves a +1 bonus "to hit" these creatures. Their natural animosity makes dealing with these races almost impossible, so that dwarves suffer a -4 to charisma checks when interacting with half-orcs, orcs and goblins.

Defensive Expertise (Giants/Ogres): Long regarded as a food source by many giants, dwarves have developed expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

Resistant to Arcane Magic: Dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

Resistant to Fear: Dwarven loyalty, duty, stubbornness, and honor lends them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

Resistant to Poisons: Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

Stonecraft: Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard. This gives them various bonuses and abilities. Dwarves are capable of spotting unusual or unique stonework features. These features include new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings, or secret and/or concealed doorways constructed of or disguised as stone. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature as if actively looking for it. Should a dwarf actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful check will reveal other bits of knowledge, such as which race created the feature, its approximate age, and its rough value, if applicable.

E—

EAGLE, GIANT

NO. ENCOUNTERED 1-4
SIZE: Large
HD: 4 (d10)
MOVE: 20 ft., 100 ft. (fly)
AC: 16
ATTACKS: 2 Talon (1d8), Beak (2d6)
SPECIAL: Dive, Twilight Vision, Improved Sight, Detect Falsehood
SAVES: P
INT: High
ALIGNMENT: Neutral Good
TYPE: Magical Beast
TREASURE: 3
XP: 60+4

Giant eagles inhabit high mountain regions. They are large, often with 24 feet wingspans. They live long lives, sometimes to 300 years of age, and are very intelligent creatures. They speak their own language, but also know elvish, and on occasion they speak the common tongue of men. They are territorial and clannish. A giant eagle nests in the same area for all of its life unless it is driven from its home. They are aloof, and avoid other creatures whenever possible.

Giant eagles can see great distances, and are usually very well informed about the happenings in their realms. Much like their smaller kin, they are friendly with elves, occasionally carrying them into battle or on other errands.

Combat: The giant eagle's preferred method of attack is to dive, scoop up its prey in its mighty talons, and carry it to its nest to be killed and devoured. If it wishes only to kill the prey, the eagle carries the creature to great heights and drops it.

Dive: A giant eagle can dive at an opponent, gaining a +4 bonus on its attack roll. However, the beast must move at least 50 feet in one round. A successful strike means that the prey takes damage from both claws, and must make a successful dexterity check to avoid being grasped in the talons of the eagle. If the check fails, and the victim is 200 lbs. or less, the eagle picks it up and carries it into the air. In two melee rounds, the eagle will drop the creature from 100 feet in the air. If a victim manages to stab or otherwise harm the eagle before that time, the eagle drops it immediately from whatever height it managed to attain.

Detect Falsehood: Giant eagles have the ability to scrutinize humans and demi-humans to determine the truth of their statements. Any human or demi-human that attempts to lie to a giant eagle must succeed at a charisma check with a challenge level of 4 (equal to the hit dice of the giant eagle), or the eagle detects the falsehood.

ELEMENTALS

Elementals are denizens of the elemental planes of existence, formed from the plane's pure substance. They are seldom encountered on the mortal realms, but are often summoned by powerful spellcasters.

There are wide variety of elementals. Air, earth, fire, and water elementals are the most commonly encountered, but more obscure types such as dust, mud, smoke, and others also exist. The myriad elemental types are not presented in their entirety, but the four base elementals are detailed. These should serve as examples for designing more specialized elemental monsters.

All elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. A fire elemental on the prime material rarely regenerates, unless it is fighting from a pool of lava or similar source. An air elemental almost always regenerates, unless forced to fight under water. Earth elementals do not regenerate if they are fighting on anything other than soil, sand, gravel, rock, or other forms of earth.

Elementals are magical creatures and can only be hit by magical weapons. As with all an elementals powers, this immunity to magic grows with the elemental. For hit dice of 1-6:+1; 7-15: +2; 16-23: +3; 24-:+4.

Air Elemental

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: See below(d8)
MOVE: 100 ft. (fly)
AC: Special (see below)
ATTACKS: Slam (see below)
SPECIAL: Air Mastery, Whirlwind, Darkvision 60 ft., Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1/7/9
XP: 2 HD 20+2 /8 HD 810+8 /16 HD 4000+16

Composed entirely of dense, roiling air, an air elemental is a native of the planes of air. They can take many forms, moving as a gentle wind or thundering as a whirlwind or small tornado. An air elemental is very rarely encountered on the mortal realms. They are generally summoned to the mortal realms by powerful devices or spellcasters**.**

1-6 HD, AC 17. Slam for 2d4 damage. Whirlwind special attack allows a save with a +4 modifier. Whirlwind inflicts 1d4 damage.

7-15 HD, AC 19. Slam for 2d8 damage. Saving throws to avoid the whirlwind are not modified and inflicts 2d6 damage.

16+ HD, AC 24. Slam for 2d10 damage. There is a –2 penalty on saves to avoid the whirlwind. Whirlwind inflicts 2d8 damage.

Combat: Air elementals make slamming attacks, buffeting foes with focused blasts of air. They can assume whirlwind form for devastating effect.

Air Mastery: An air elemental gains a +1 bonus on attack rolls and a +2 on damage when fighting a creature that is airborne, either magically or naturally.

Whirlwind: An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for 1 round per 2 hit dice. In this form, the elemental can move through the air or along a surface at its normal speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 80 feet tall, depending on the air elemental's size (height is determined in multiples of 5 by hit dice, so that a 6 hit dice air elemental has a 30 foot tall whirlwind.). The air elemental controls the whirlwind's height.

Any creature half the height of the air elemental's whirlwind or less must succeed on a dexterity save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful winds. A suspended creature automatically takes the indicated damage each round. Only a flying creature is allowed a strength save each round to escape the whirlwind. The creature still takes damage, but can escape if the save is successful. Except to try to escape the whirlwind, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a CL 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The air elemental can only keep as many creatures trapped inside the whirlwind at one time as it has hit dice. The air elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the whirlwind no greater than the width of the whirlwind, centered on the elemental's current location. A summoned air elemental always ejects trapped creatures before returning to its home plane.

In addition to the whirlwind's other effects, if the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the air elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. An air elemental in whirlwind form cannot make slam attacks.

Earth Elemental

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: See below (d8)
MOVE: 20 ft.
AC: Special (see below)
ATTACKS: Slam (see below)
Special Attack: Earth Mastery, Darkvision 60 ft., Earth Glide, Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1(7)(9)
XP: 2 HD 20+2 /8 HD 810+8 /16 HD 4000+16

Often appearing as a humanoid creature composed entirely of rock and mineral, an earth elemental is a slow, lumbering, grinding, beast native to the planes of earth. Normally not found on the mortal realms plane unless summoned, it enjoys mining and avoids large bodies of water.

1-6 HD, AC 17. Slam for2d4 damage.

7-15 HD, AC 19. Slam for 2d8 damage.

16+ HD, AC 24, Slam for 2d10 damage.

Combat: An earth elemental travels through the ground to strike opponents from beneath, delivering massive damage in very short order.

Earth Mastery: Against opponents touching the ground, the earth elemental's slam attacks always inflict maximum damage, but against airborne or swimming creatures, the attack suffers a –4 penalty to damage.

Earth Glide: An earth elemental can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This ability leaves no tunnel or hole, nor does it create a ripple or other outward signal of the

elemental's passage. This ability does not allow an earth elemental to pass through metal. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, and stuns it for 1 round unless a successful physical save is made.

Fire Elemental

NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: See below (d8)
MOVE: 50 ft.
AC: Special (see below)
ATTACKS: Slam +Burn (see below)
SPECIAL: Burn, Darkvision 60 ft., Immunity to Fire, Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1(7)(9)
XP: 2 HD 20+2 /8 HD 810+8 /16 HD 4000+16

Normally residing on the plane of fire, a fire elemental might appear as a towering, vaguely humanoid inferno, or as a slithering river of flame. They live to consume anything and everything that will burn, but avoid water and other nonflammable liquids at all costs.

1-6 HD, AC 15. Slam for 1d4 damage.

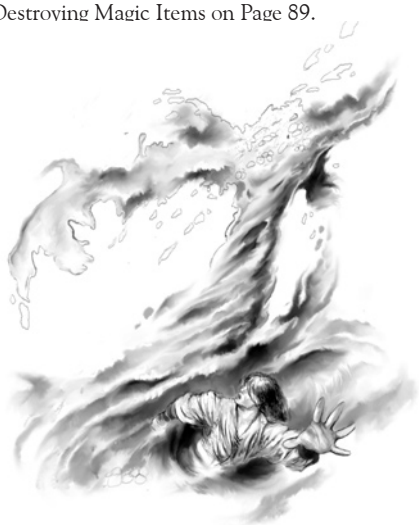
7-15 HD, AC 18. Slam for 2d6 damage.

16+ HD, AC 22. Slam for 2d8 damage.

Combat: Fire elementals are consummate arsonists, deriving incredible pleasure from seeing creatures and objects consigned to charred oblivion. They move to attack directly, striking foes with the goal of setting them ablaze.

Burn: The touch of a fire elemental is scorching and immolating. Every slam attack inflicts additional fire damage equal to half of the normal slam damage (a fire elemental that inflicts 1d4 points of damage with a slam, for example, deals an extra 1d2 points of fire damage). Any non-magical combustible material contacted by a fire elemental immediately ignites. Magic items are allowed a saving throw as per Destroying Magic Items on Page 89.

Water Elemental



NO. ENCOUNTERED: 1-4
SIZE: Special (see below)
HD: See below (d8)
MOVE: 20 ft., 90 ft. (swim)
AC: Special (see below)
ATTACKS: Slam (see below)
SPECIAL: Water Mastery, Drench, Vortex, Capsize, Darkvision 60 ft., Regeneration
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Elemental
TREASURE: 1(7)(10)
XP:2 HD 20+2 / 8 HD 810+8 /16 HD 4000+16

Normally residing on the plane of water, a water elemental looks like an amorphous watery beast, constantly changing shape and consistency. These creatures have very few thoughts of their own, but possess a powerful instinct to blanket their foes in a watery death.

1-6 HD, AC 17. Slam for 2d6 points of damage. Its Vortex special attack allows a save with a +4 modifier

7-15 HD, AC 19. Slam for 4d6 points of damage. The Vortex ability is resolved normally.

16+ HD, AC 24, Slam for 5d8 points of damage. Saving throws to resist the effects of the Vortex ability suffer a –2 penalty.

Combat: Water elementals enjoy the freedom that their aqueous form provides. They flow back and forth from opponent to opponent, changing shape to better avoid weapon blows, and attempt to engulf and suffocate their victims.

Water Mastery: A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water elemental is touching the ground, the water elemental suffers a –4 penalty on attack and damage rolls.

Drench: The water elemental's touch extinguishes torches, campfires, exposed lanterns, and other open flames of non-magical origin, of up to large size. The creature can dispel magical fires that it touches as if *dispel magic* were cast.

Vortex: A water elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for 1 round per 2 hit dice. In vortex form, it can move through the water or along the bottom at its normal speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the elemental's size (height is determined in multiples of 5 by hit dice, so a 6 hit dice water elemental becomes a 30 foot tall whirlpool). The water elemental controls the height of the vortex, but it must be at least 10 feet tall.

Any creature half the height of the water elemental's vortex or less must succeed on a dexterity save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a strength save, or be picked up bodily and held suspended in the powerful winds. A suspended creature automatically takes the indicated damage each round. Only a swimming creature is allowed a strength save each round to escape the vortex. The creature still takes damage, but can escape if the save is successful. Except to try to escape the vortex, creatures trapped within it cannot move, and are carried wherever the elemental moves. They can otherwise act normally, but suffer a Challenge Level 2 penalty to dexterity checks and a -2 penalty on attack rolls. Spell casters must succeed on a strength save to successfully cast a spell that requires material and/or focus components, succeed on a charisma save to successfully cast a spell that requires somatic components – or on all three if a spell requires all three.

The water elemental can only keep as many creatures trapped inside the vortex at one time as it has hit dice. The water elemental can eject any carried creatures at will, at any height up to its maximum, with creatures so ejected taking one and a half normal falling damage for the height due to the speed they are ejected at; ejected creatures land within a distance from the center of the vortex no greater than the width of the vortex, centered on the elemental's current location. A summoned water elemental always ejects trapped creatures before returning to its home plane.

In addition to the other effects of the vortex, if the vortex's base touches the ground at the bottom of a body of water, it creates a swirling cloud of debris. This cloud is centered on the water elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision beyond 5 feet, including darkvision. Creatures 5 feet away from an attacker have half concealment, and those farther away have total concealment. A water elemental in vortex form cannot make slam attacks.

Capsize: A water elemental can rise out of the water with such force that a vessel with a beam of up to one foot width per hit dice of the elemental is automatically capsized. A vessel with a wider beam has a chance of capsizing equal to the hit dice of the elemental divided by the vessel's beam width expressed as a percentage; thus a galleon with a 30 foot beam will have a 53% chance (16/30) of being capsized by a 16 hit dice water elemental.

ELEPHANT

NO. ENCOUNTERED: 2-16
SIZE: Large
HD: 7 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: 2 Tusk (2d8), or 2 Stamp (2d6), or Trunk (1d6)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 270+7

Elephants dwell in most tropical plains and scrublands. They travel in herds, subdivided into family groups. Bull elephants guard the herd from predators and other threats, and the females lead the herd to fresh feeding grounds and water. They are gentle creatures, but when they are threatened they become highly agitated, and the bulls will zealously attack anything in sight.

Combat: Elephants rely on their size to intimidate aggressors. They charge headlong at anything they deem to be a threat, swinging their heads and bellowing through their long trunks. They overrun their opponents, lifting them with their trunks and hurling or stomping them to death. Elephants can only perform one of their three attacks in a single round.

ELF

NO. ENCOUNTERED: 2-12, 30-300
SIZE: Medium
HD: 1 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: Weapon
SPECIAL: Elven Traits, Forest Stealth
SAVES: M, P
INT: Average
ALIGNMENT: Chaotic Good
TYPE: Humanoid
TREASURE: 1
XP: 7+1

Elves are a thin, lithe, quick, and sure-footed folk, ranging from 5-6 feet in height. They are supremely confident in their bearing, and to other races they can seem aloof, cold, and uncaring. This is mainly due to their unique perspective as a very long-lived race. In fact, they take great interest in all that transpires, and are often well informed of happenings in the world around them. The elves see almost all other races as transient; they all come and go, while the lives of elves stretch onward.

Elves live in loose family or social groups numbering from 12 to 300 individuals. Several hundred of these families are occasionally part of a larger group, or kingdom. Every group of 10 elves encountered will contain a 3rd level lieutenant. Every group of 30 encountered will contain four lieutenants and one 6th level captain. If a family group or wandering troupe is encountered, rather than a patrol, half will be women and children. The women fight as 1st level elves, and children as an elf with 1d4 hp. The leader of a family group is always an elf Lord or Lady of 9th to 12th level, depending on the size of the family.

Elves love beauty in all forms, preferring to surround themselves with items of profound aesthetic value. They particularly favor finely worked gems and jewels. Though they have no great love for dwarves, elves value the beauty of dwarven craftsmanship.

Members of the elven race marvel in the natural world, and disdain those who would despoil it. They generally seek to preserve the world as it is, but they also shape it into forms that represent a synergy between nature and elf. Their affinity for nature has enabled elves to learn how to move silently in wilderness areas. An elf can move up to one-half normal speed at no penalty to the check. At more than one-half and up to full speed, elves suffer a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

Elves also have senses far superior to humans. Elves can see farther than humans in just about every circumstance, including torchlight. When outside, during the day, elves can see clearly enough to read a road sign or spot a shield device that is up to two miles distant. This keen vision allows them to spot secret, hidden, and concealed doorways with a great degree of success. An elf passing within 5 feet of a secret, hidden, or concealed doorway is entitled to a wisdom check. Success means that the elf notices the door, even though the elf may not have been actively looking for it. When an elf actively searches for these types of portals, he or she receives a +2 bonus to the wisdom check. They also have acute hearing, and receive a +2 bonus to all checks involving listening.

When making saving throws against *charm and sleep*, elves receive a +10 bonus.

Elves can speak some or all of the following languages: common, dwarven, elven, gnome, goblinoid, halfling, and orcish.

Combat: Elves are adept at strategy and tactical planning, combining ranged attacks, magical spells, and melee forces to devastating effect. They rarely fight in military style units, preferring loose banded groups of armored warriors and archers. They try to use the terrain to their advantage, hitting an enemy and falling back, or trying to pull the enemy into an exposed position. Their great vision and proficiency with bows guarantees that two in every three elves will be armed with short or long bows. They always soften an enemy up with missile fire before closing with them. Even then, the elf warrior is more inclined toward individual actions than mass combat.

On rare occasions elves mass in large armies and march to war. When they do so they do not march in ordered ranks, but rather great troops of elves based on family or kinship groups. These band together and fight as a whole, but rarely fight as a mass unit.

Elves are taught the ways of combat at a young age, and their long lives allow them to become exceptionally skilled in weapons favored by their society. Elves have +1 bonus to hit when using one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword, or shortsword.

OTHER RACES OF ELF

Drow Elf: Corrupted by greed and avarice, these elves have abandoned the open spaces on the surface of the world in favor of the darkness of the underworld. There they live in solitude, trafficking little with those above. The breed has lived beneath the surface for so long that their features no longer resemble those of typical elves. Their skin is usually either pasty white (with pinkish eyes), or so black as to be invisible in the dark (usually with purple eyes). Drow are obsessed with magic, and spend much of their time exploring the boundaries of wizardry. They are altogether chaotic and evil, and have utter disdain for all others, living or dead. In battle they wield an impressive array of magic and melee weapons. They gird themselves in ornate armors and use outlandish weaponry, often with unique properties. Though usually alone, they are occasionally found in small family groups that can contain from a dozen to several hundred individuals.

Female drow typically study clerical arts, and male drow usually become wizards. All drow have the following spell like abilities: *dancing lights* (1/day), *darkness* (1/day), *detect magic* (1/day), *faerie fire* (1/day), *know alignment* (1/day), and *levitate* (1/day); in addition, if the Drow is female, she gains *clairvoyance* (1/day), *detect lie* (1/day), *dispel magic* (1/day), and *suggestion* (1/day).

Unlike their surface brethren drow do not gain the ability to move silently in the wilderness.

Drow have darkvision at a range of up to 120 feet, and a spell resistance of 3.

Poison: The weapons carried by drow are almost always coated with a neurotoxin that causes instantaneous weariness, drowsiness, and sleep. A victim that fails a constitution save is rendered unconscious as if by a *sleep* spell. This effect is not magical.

Gray Elf: The most reclusive of all surface elves, gray elves are also the most powerful. They do not visibly age after youth, and are believed to be immortal. Legends say that they were the first elves. Gray elves gain a +1 to their wisdom and intelligence attributes. They are as skilled as dwarves in fashioning items of beauty, and they regard shaping gems to be the greatest pleasure. They are skilled in warfare, and encase themselves in great, ornate suits of armor. They wield long spears and thin swords in battle. They favor mounted combat, and almost all gray elves are knights of some skill. They live only in the deepest forests, or in other secluded areas far from civilization. They are known to construct large dwellings, and sometimes entire towns or cities, in the heights of great trees.

Half-Elf: See the *Castles and Crusades Players Handbook* for details about this subrace.

Wild Elf: Wild elves are more primitive than their brethren. They do not live in cities or towns, but are nomadic, travelling in small family groups, and living beneath the canopy of the sky. Able trackers, wild elves of all classes can track as a ranger of the same level; i.e. a 1st level fighter tracks as a 1st level ranger. A wild elf ranger gains a +1 bonus to their tracking checks. They have an affinity with the natural world even greater than that of other elf subraces. They often have druidic powers (reference the *Castles & Crusades Players Handbook* for possible wild elf abilities), and their captains are always 5th level druids.

Wood Elf: Wood elves live in all types of forests, great and small; apart from high elves, they are the most common subrace. Wood elves are not as sequestered as other elves, and usually have more dealings with those around them. They have no love for dwarves or gnomes, however, and humans are treated with caution. The wood elves build secluded towns or small villages, which often blend remarkably with the surrounding environment. On occasion, they deal with gray elves, and some wood elves have adopted the practice of living high in the forest canopy. Wood elves are wise and capable hunters, careful and pragmatic when threatened. When in naturally wooded areas, a wood elf cannot be tracked, as per the spell *pass without trace*. In addition, they gain a +2 bonus to any hide checks while in a forest.

ETTERCAP

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 5(d8)
MOVE: 30 ft., 30 ft. (climb)
AC: 14
ATTACKS: 2 Claw (1d4), Bite (1d8)
SPECIAL: Poison, Grab, Web, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Aberration
TREASURE: 5
XP: 220+5

An ettercap is a somewhat simian humanoid, with long arms resembling those of a gorilla or ape, but ending with sharply clawed digits. They are covered in thick fur, and have large, grotesque visages. Ettercaps are intelligent and deceitful creatures, and surround their wooded homes with all types of traps, some poisonous. Spiders and ettercaps regard each other as natural allies, so a substantial group of spiders is often a sign that an ettercap might be present.

Combat: These creatures avoid direct confrontation whenever possible. They build narrow, web filled tunnels, covered by a trap door. They lay in wait for some unfortunate soul to pass over. When they hear someone above, they leap out of the door, grab the victim and drag them into the hole where they beat them senseless and eat them.

Improved Grab: When an ettercap successfully strikes with both its claw, an opponent must make a successful strength save or be held, immobile, in the creature's clutches. In the following round, and any round the victim remains held, the ettercap has a +4 to hit with its bite/poison attack.

Poison: The victim of an ettercap bite must make a successful constitution save or be paralysed. This paralysation lasts for 5 turns, or until a *cure disease, remove paralysis*, or similar spell is cast upon the victim.

Web: Ettercaps have a spider-like gland that produces strands of a strong, silvery substance, which the ettercap uses to form nets, webs, and other devices. They use these strands to make a web attack that is identical in nature to the *web* spell, but lacking magic. They can use this ability 8/day to create up to 6 square feet of webbing per use. They are able to walk on their own webbing.

ETTIN

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 10 (d8)
MOVE: 40 ft.
AC: 18
ATTACKS: 2 Fist (1d8); or One Weapon (4d4) and One Weapon (2d6); or 1 Two-handed Weapon (5d6)
SPECIAL: Twilight Vision, Impossible to Surprise
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 7
XP: 900+10

Ettins are two-headed giants that stand from 10 to 12 feet high. They are slovenly and lazy creatures. Ettins live wherever they can find shelter, for they never build anything. They take up residence in abandoned mines, dungeons, caves, and similar areas. They are filthy, dim-witted, and altogether foul. They prefer cold climates, because they are often very fat, and the chill is more comfortable. Ettins raid and loot for entertainment and to steal anything they are too lazy to work for.

Combat: Ettins try to crush opponents as quickly as possible, and will focus on a single enemy if that enemy seems to be a serious threat. The ettin's two heads are often at odds, and their arguments frequently lead them to split their attention between opponents. They nearly always carry two different weapons, preferring those that bash and bludgeon, but they can use a single, massive weapon if they desire. When using two weapons, the ettin strikes for 4-16 points of damage with its right arm and 2-12 points of damage with its left.

Impossible to Surprise: An ettin cannot be surprised, thanks to its heightened senses of smell, sight, and hearing; having twice as many eyes, ears, and nostrils helps as well.

F—

FLESHCRAWLER

NO. ENCOUNTERED: 1
SIZE: Large
HD: 3 (d8)
MOVE: 30 ft., 15 ft. (climb)
AC: 17
ATTACKS: 2 Bite (1d6), or 6 Claw (1d4)
SPECIAL: Paralysis, Constrict, Death Throes, Animation
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 2
XP: 60+3

Fleshcrawlers resemble enormous maggots, but are segmented and layered with a hardened chitin shell. Fleshcrawlers have mandibles and mouths at both ends of their bodies. Jutting from the creature's underbelly, beneath the outer carapace, are six retractable claws that are linked to a venomous sac. These provide the beast with the means to shred meals before devouring them. However, they are rarely seen in this form before attacking. Fleshcrawlers slash open the bellies of victims, cleaning out the innards before crawling inside. There, they animate the victim's shell, enabling them to convincingly approach targets before bursting forth to attack. This enables them to more readily prey upon creatures that would be easily spooked by their monstrous appearance. They prefer shells that are the same size or larger, and often inhabit the forms of innocuous creatures like cows, horses, or other mundane domestic animals. The procreation method of fleshcrawlers is unknown; they are always encountered singly, and the spawning of a new fleshcrawler has never been witnessed.

Combat: Hidden within a docile form to give the illusion of peace and safety, fleshcrawlers will ambush potential meals from close distances, lashing out from their animated shell with explosive ferocity. They are incapable of thought and reason, and exist only to feed. Their instincts and abilities make them seem horrifically cunning, which serves to heighten their terror.

Paralysis: A victim of a fleshcrawler's bite or claw attack is injected with a resinous toxic substance that causes uncontrollable muscle spasms (constitution save negates the effect). This essentially paralyzes the victim for 2d4 rounds, preventing any sort of offensive or defensive action. In addition, victims will move in random directions each round at the rate of 1 foot per round. Victims are incapable of performing any action that is mental in nature, such as spellcasting. With a successful strength save, a victim can focus his or her movements enough to ignore this effect.

Death Throes: When a fleshcrawler is reduced to 0 or fewer hit points, its body bursts in a grotesque and disturbing display of morbidity. This explosion releases vast quantities of foul-smelling ichor and a horde of tiny maggots. Any creatures within 10 feet of a dying fleshcrawler must succeed at a Dexterity save to avoid suffering 1d3 points of damage from the blast. All creatures with greater than animal intelligence that witness this explosion must succeed at a constitution save to avoid involuntary gagging, retching, and vomiting. Victims that are sickened in this way automatically lose their next action, whether in the current round or the next.

Animation: Fleshcrawlers can instinctively operate the shells of those victims that they enter. They enter through the victim's stomach after clearing out internal organs, and use their poisonous resin to seal up the wound behind them. This disguise is so convincing that any creature more than 20 feet away from the shell cannot notice anything out of the ordinary. Within 20 feet, a creature is allowed a wisdom save (elves are allowed a wisdom save no matter the distance)to notice that something isn't quite right about the pseudo-animal. Within 5 feet, a fleshcrawler will burst out to attack. If nothing odd is noticed about the fleshcrawler's shell, the creature automatically gains surprise when it attacks.

FROG, Giant

NO. ENCOUNTERED: 2-24
SIZE: Medium
HD: 2 (d8)
MOVE: 10 ft., 30 ft. (jump)
AC: 12
ATTACKS: Tongue (1d4)
SPECIAL: Swallow
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1
XP: 15+2

Giant frogs inhabit marshlands, the banks of large rivers, fens and other wetlands; they are found in both tropical and temperate climates. Armies of these colossal amphibians congregate together, and feed on almost any living

thing that they can swallow. They are expert swimmers, are adept at blending with their surroundings, and can leap great distances when threatened.

Giant frogs are a favorite food of ettins, ogres, and hill giants. It is not unusual for one of these creatures to be stalking about nearby when giant frogs are encountered.

Combat: Giant frogs conceal themselves in deep water, muck, and deep reeds, waiting for prey to approach the water's edge. When attacking, giant frogs will strike with their tongues and attempt to pull victims into their huge maws. In this manner, they can swallow small creatures whole.

Camouflage: Giant frogs can conceal themselves exceptionally well in their normal environment. When concealed and motionless, they receive a +5 bonus to hide checks, and +10 to surprise checks. At night, this ability can be negated by light, for their huge, bulbous eyes shine brightly in the dark.

Swallow: If a giant frog strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the frog will instantly pull it into its maw and swallow it. Giant frogs can only swallow small creatures, such as dogs, gnomes, and halflings. If a giant frog successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant frog suffers 2d8 points of damage per round. A creature trapped inside a giant frog's gullet may attack only with a dagger that was readied in hand (or short sword if a halfling or gnome); if such attacks do total damage equal to at least half the hit points of the giant frog, the frog dies, and the victim is freed.

FROST WORM

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 14 (d10)
MOVE: 30 ft., 10 ft. (burrow)
AC: 18
ATTACKS: Bite (2d8+8)
SPECIAL: Trill, Cold,
Breath Weapon, Darkvision 60 ft., Immunity to Cold,
Twilight Vision, Vulnerability to Fire, Movement Restriction
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 10
XP: 6600+14

A frost worm is a gigantic, segmented, reptilian worm that can be anywhere from 18 to 40 feet in length. It resembles a huge spiny snake, and is legless. Frost worms live in arctic regions, carving tunnels through the ice and deep snow. They avoid mountains and hills, preferring the open tundra or broad ice flats. Frost worms radiate an aura of intense cold that is capable of causing discomfort or damage, even to creatures accustomed to extreme temperatures.

The movement of a frost worm causes an odd vibration on the surface. The vibration is subtle, but noticeable. The cause of the vibration is difficult to distinguish, except by those who have experience with frost worms. These creatures burrow slowly but consistently, moving up to 10 feet per round.

Combat: Frost worms lie in wait for prey, several feet beneath the snow and ice. When a creature is unfortunate enough to walk above or near the frost worm, the worm breaks the surface in a sudden rush, attacking its prey by surprise. The worm will then try to drag the prey beneath the ice, deep into its burrow.

Trill: Whenever a frost worm moves, it emits a hypnotic trilling sound, causing any that hear it to make a wisdom save. Failure indicates that the victim is frozen in place, as if by the *hold person* spell. If the frost worm stops moving, attacks, or if the sound is somehow negated (by *silence*, for example), all victims under the effects of the worm's trilling are released.

Cold: No saving throw applies to this effect. Frost worms radiate intense cold, causing all creatures within 10 feet to suffer 1d8 points of cold damage each round.

Breath Weapon: A frost worm is able to release a terrifying blizzard of ice crystals, generated deep within its body. The blast of ice is exhaled in a cone that is 30 feet long and 15 feet wide at the end. Anything in the area suffers 14d6 points of cold damage; a successful dexterity save reduces this damage by half. They can use this ability 3/day.

Movement Restriction: Frost worms are incapable of burrowing through stone or earth.

FUNGUS, Violet

NO. ENCOUNTERED: 1-20
SIZE: Medium
HD: 2 (d8)
MOVE: 10 ft.
AC: 13
ATTACKS: 1-4 tentacles (1d4)
SPECIAL: Poison,
Twilight Vision, Plant Traits
SAVES: N
INT: Not ratable
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: n/a
XP: 20+2

Violet fungi are large organisms that grow low to the ground. They consist of hundreds of tiny mushrooms attached to elongated, fibrous trunks. They have from 1 to 4 tentacles that stretch out from the center of the creatures mass, helping it to move and attack. Violet fungi are capable of very limited movement, but the foul tentacles can deliver a very corrosive touch. Violet Fungi are typically found growing amidst a patch of screechers.

Combat: Violet fungi do not actively seek victims, but curious adventurers and monsters often find that the interesting-looking plants are deadly. The fungus waits for its prey to approach, then strikes with one or more tentacles until the victim falls to the fungus' deadly poison. After the victim succumbs, the fungus will drag itself over the body, to feed upon it for many days.

A successful attack with a tentacle exposes the victim to an acid-based rotting poison. In addition to the 1d4 damage from the caustic touch, the victim must make a constitution saving throw or the poison begins to rot his flesh, and he suffers 1 point of incurable hit point damage every turn until death. During this time the pain causes the victim to suffer a -2 penalty to all actions and checks. *Delay poison* will delay the poison's effect, while *remove disease*, *neutralize poison*, *cure critical wounds*, or a more powerful curative spell, will remove it entirely (though not the damage, which may thereafter be cured normally). Optionally, a Castle Keeper may rule that a limb was struck, and if the limb is removed in time (before half the character's maximum hit points are lost to rot), the rot is stopped. Of course, the limb is lost.

G—

GARGOYLE

NO. ENCOUNTERED: 1-8
SIZE: Medium
HD: 5 (d8)
MOVE: 45 ft., 75 ft. (fly)
AC: 16
ATTACKS: 2 Claw (1d3), Bite (1d6), Gore (1d4)
SPECIAL: Darkvision 60 ft., Freeze
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Monstrous Humanoid
TREASURE: 5
XP: 160+5

Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent. Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

Combat: Gargoyles perch in lofty places, and remain perfectly still, resembling a statue to all but the most conscientious observers. As their prey moves into an ideal attack area, gargoyles suddenly swoop down to attack, tearing with their claws and fangs.

Freeze: When in an area containing statues or ruins, gargoyles are able to remain perfectly still. This allows them to remain virtually undetected. In these circumstances, characters make their wisdom checks for surprise against Challenge Level 10.

GELATINOUS CUBE

NO. ENCOUNTERED: 1
SIZE: Large
HD: 4 (d10)
MOVE: 20 ft.
AC: 3
ATTACKS: Slam (1d4)
SPECIAL: Acid, Engulf, Paralysis, Blindsight 60 ft., Immunity to Electricity, Transparent, Partial Cold Immunity
SAVES: P
INT: Not ratable
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: 5
XP: 130+4

Gelatinous cubes are large, mindless creatures, composed of ooze that has formed into a natural cubic shape. They typically occupy dark caves and dungeons. They are difficult to see, as light passes through them unhindered. However, metallic objects such as rings, daggers, and the like can often be seen floating within the creature's mass, as gelatinous cubes cannot dissolve metal. This serves as a very clear warning about the presence of a cube, for the observant. Gelatinous cubes are scavengers, scouring the tunnels of deep underground complexes.

Combat: These creatures typically become involved with combat when a creature crosses its migratory path, and stumbles upon it, or perhaps into it. The cube then begins an instinctual process of engulfing the prey and digesting it.

Acid: The creature secretes a digestive acid that dissolves organic material, inflicting 1d4 points of acid damage. This acid does not affect metal or stone. Any melee hit or constrict attack deals acid damage, and any contacted organic items carried by the victim, such as clothing, dissolve and become useless immediately. A large sized object, such as a wooden tower shield, requires two successful hits to dissolve. A wooden weapon that strikes a gelatinous cube will also dissolve after two hits. The acid does not affect magical items, wooden or otherwise.

Engulf: Although it moves slowly, a gelatinous cube can corner and simply engulf creatures. It cannot slam opponents if it is attempting to engulf them. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. On a successful dexterity save, an opponent is pushed back or aside (opponent's choice) as the gelatinous cube moves forward; failure results in the victim being engulfed. Engulfed creatures automatically suffer the gelatinous cube's slam and acid damage every round.

Paralysis: Gelatinous cubes secrete an anesthetic coating that disrupts motor function and relaxes muscles. Any creature that is struck or engulfed by a gelatinous cube must succeed at a strength save to avoid being paralyzed. An engulfed creature must make a saving throw every round it is in the gelatinous cube. A gelatinous cube can automatically engulf a paralyzed creature that is within 5 feet.

Transparent: Gelatinous cubes have the equivalent of total concealment, even after attacking. A creature walking down a corridor must make a wisdom check (CL 4) or walk right into a gelatinous cube; if with a party, the character with the highest wisdom score that could see the gelatinous cube may make the check for the lead character. A character that walks into a gelatinous cube must make a successful dexterity save (CL 8) or be immediately engulfed and subject to a paralysis save.

Partial Cold Immunity: A gelatinous cube suffers no damage from cold if it succeeds at a saving throw, regardless of the source. If it fails the save, the gelatinous cube suffers 1d4 points of damage, and is slowed (as the spell) for 1d4 rounds.

GENIE

Djinni

NO. ENCOUNTERED: 1
SIZE: Large
HD: 7 (d10)
MOVE: 20 ft., 60 ft. (fly)
AC: 16
ATTACKS: Slam (2d8)
SPECIAL: Air Mastery, Spell-Like Abilities, Whirlwind, Darkvision 60 ft., Immunity to Acid, Plane Shift, Telepathy 100 ft., Mighty Physique
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Good
TYPE: Extraplanar
TREASURE: 7
XP: 765+7

Djinni are natives of the elemental plane of air. They are powerful creatures that rarely frequent the mortal realms. When they are encountered, it is usually because they have been summoned or released from some bond. They are intelligent creatures that strive to gain, and maintain, their freedom.

Djinni are sought for their ability to grant wishes. For this reason they are often bound in magical devices and released only in exchange for a number of wishes. Djinni are benevolent and will endeavor to grant wishes in the most favorable manner possible, if the individual making the wish is of good alignment. Otherwise, djinni will interpret the wish more literally, and will not feel qualms about bestowing unintended consequences while adhering to the letter of the wish.

Djinni are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

Combat: Djinni prefer to avoid combat. They enjoy life and see little to be gained from risking destruction. When left with no other recourse, a djinni brings to a formidable array of skills and powers to bear on its foe.

Air Mastery: Airborne creatures suffer a -1 penalty on attack and damage rolls against djinn.

Spell-Like Abilities: *Invisibility, create food and water (1/day), create wine (1/day), wish (1/day), persistent image (1/day), wind walk (1/day)*. Once per day, a djinni can *assume gaseous form* (as the spell).

Whirlwind: A djinni can transform itself into a whirlwind once every 10 minutes. This whirlwind acts just as the air elemental's ability of the same name (see above page 30).

Plane Shift: Djinni are able to use the *gate* spell seven times per week as a 14th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The djinni does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

Mighty Physique: Djinni are physically mighty, as their strength is that of the elemental air itself. When a djinni uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +3. A djinni can also carry tremendous weight with little problem– 1,000 pounds at light encumbrance, 2,000 at medium, and up to 3,000 at heavy. A djinni can drag up to 15,000 pounds.

Efreeti

NO. ENCOUNTERED: 1
SIZE: Large
HD: 10 (d8)
MOVE: 20 ft., 40 ft. (fly)
AC: 18
ATTACKS: Slam (2d8)
SPECIAL: Change Size, Heat, Spell-Like Abilities, Darkvision 60 ft., Immunity to Fire (full), Vulnerability to cold, Plane Shift, Telepathy 100 ft., Mighty Physique
SAVES: M, P
INT: High
ALIGNMENT: Neutral (Lawful) Evil
TYPE: Extraplanar
TREASURE: 9
XP: 2850+10

Native to the elemental plane of fire, efreet are powerful and evil. They have no love for any life whatsoever, but they reserve a particular hatred for djinn, and any other creature that threatens to rival or dominate them.

Like djinn, efreet are sought after for their ability to grant wishes. They are often bound against their will, and then forced to dole out wishes at their master's whim. Efreet are proud, however, and never actively serve. If coerced, they twist the intended meaning of commands and wishes, searching for every loophole or nuance in order to bring mischief or ruin upon their masters. Binding an efreeti requires tremendous magical might, but even then, an efreeti cannot be bound for more than 1001 days. Efreet are always released from servitude after granting three wishes, and all efreet know this. They rely upon the greed of their "masters" to expend the wishes quickly, ending the period of obeisance. Meanwhile, they will actively try to manipulate events toward a foul end for those who dare to compel them.

Efreet are able to communicate with almost any creature through telepathy, if the creature has a rudimentary language.

Combat: Efreet relish a good fight, whether magical or physical. They begin battle by *reducing* the clothing or armor of the most dangerous of their opponents (usually the shoes) to foul them up. They follow that up with a *wall of fire* to divide the remaining opponents and fall upon the weakest, bringing that victim into the area of affect of their own elemental fire. If they are pressed too hard, they claim quarter and *plane shift* from the battlefield.

Size: Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge* or *reduce* spell (cast as 10th level), except that the efreeti can use the ability on itself.

Vulnerability to Cold: Efreeti take one and a half times normal damage from cold type spells and effects.

Heat: An efreeti is perpetually surrounded by elemental fire, dealing 1d8 extra points of fire damage whenever it hits in melee.

Spell-Like Abilities: *detect magic, produce flame, pyrotechnics, scorching ray* (1 ray only), *invisibility* (3/day), *wall of fire* (3/day), *wish* (this ability can only be used for non-Genies) (3/day), *gaseous form* (1/day), *permanent image* (1/day), and *polymorph self* (1/day).

Plane Shift: Efreeti are able to use the *gate* spell seven times per week as a 20th level wizard. The *gate* spell can be used only in the first manner, as a means of travel, not to summon. The efreeti does not need to concentrate to maintain the gate once it has been created. They are able to enter any elemental plane, the astral plane, or the mortal realms.

Mighty Physique: Efreeti are physically mighty, as their strength is that of the elemental fire itself. When a efreeti uses weapons (usually at the behest of a master), it can wield a two handed weapon in one hand, and deals standard weapon damage +5. A efreeti can also carry tremendous weight with little problem– 1,500 pounds at light encumbrance, 3,000 at medium, and up to 4,500 at heavy. A efreeti can drag up to 25,000 pounds.

GHAST

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 4 (d8)
MOVE: 30 ft.
AC: 17
ATTACKS: 2 Claw (1d4), Bite (1d8)
SPECIAL: Stench, Paralysis, Ghoul Fever, Darkvision 60 ft., Vulnerability: Cold Iron
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 150+4

Reeking of decay and rotting thoroughly, these creatures appear as ghouls. Like ghouls, they haunt desecrated holy sites, unconsecrated burial grounds, battlefields, and similar desolate and evil areas. Any place where great suffering or loss has occurred, but has not been mended through divine power, is subject to infestation by ghasts. Unlike ghouls, ghasts are exceptionally

intelligent creatures. Their cunning makes them quite useful as eternal minions in the service of powerful evil forces.

Combat: Ghasts always attack in ravenous small packs. They are always watching and waiting, lurking in the shadows of their haunts on the look out for living creatures. Ghasts rarely leave the confines of their haunts, fearing wide open spaces, light and the unknown. The ghasts fall upon any poor unfortunate that is unlucky enough to enter a ghast's haunt. The victim is torn to shreds, devoured and their remains left to rot.

Stench: Any creature within 30 feet (farther if there is a strong wind) of a ghast is assaulted by the scent of rotting flesh. This nauseating stench causes the unfortunate victim to retch continuously, reducing their effectiveness. If they fail a constitution save, they suffer 1d4 points of subdual damage from initial contact, and suffer a -2 penalty on all attack rolls. This penalty persists until two rounds after the victim is no longer able to smell the stench.

Paralysis: Any creature struck by a ghast must make succeed at a strength save or be paralysed. This paralysis lasts 1d4+1 turns. Elves are not immune to ghast paralysis.

Ghoul Fever: If a creature dies from wounds sustained by a ghast's claw and bite damage, and is not eaten by the foul creature, it will rise again as a ghoul or ghast in 2d4-1 days unless the corpse is *blessed* before interment. The victim will rise as a ghoul if it has less than 4 levels or hit dice, and as a ghast if it has a 4 or more levels or hit dice. The new undead is controlled and generally mindless, though there is a 1 in 20 chance that the victim retains much of its memory, intelligence, and 30 to 80% of its experience and levels. If so, the mentally acute ghoul or ghast may resist the control of its creator by making a charisma save (CL 8). Failure indicates it is controlled until the death of its creator.

GHOST

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 10 (d8)
MOVE: 30 ft.
AC: 20
ATTACKS: Slam
SPECIAL: Touch of Death, Frightful Moan, Telekinesis, Incorporeal
SAVES: M
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 8
XP: 1750+10

Ghosts are the undead spirits of evil folk. In life, these people were cruel, vindictive, and visited needless suffering upon others. At their deaths, their spirits were forced to remain bound to the physical world in perpetual torment. Ghosts are as evil and cruel as they were in life, and they stalk the forgotten places of world hoping for some form of release.

Combat: Ghosts are morbid, morose spirits. Sadistic and malevolent, they take great pleasure in cruelty and in the suffering of others. They enter combat often and with grave determination. Ghosts long for a final death. They will taunt, antagonize, and otherwise force combat upon any creature they think may be able to grant this boon.

Touch of Death: A ghost's touch drains the life energy of the victim, whether through pure fear or by sucking in the victim's psychic force into its insatiable ectoplasmic gullet. This touch literally takes years off of the victim's life. Humans and half-orcs age 1d4 decades, halflings and half-elves 1d6 decades, and dwarves and gnomes 3d4 decades. Elves are immune to this form of ghostly attack, as their life force is eternal, and they do not fear death.

Incorporeal: Ghosts exist only partially within the mortal realms, most of their essence resides in the ethereal. A creature on the mortal realms cannot attack a ghost except with magical weapons, though a creature in the ethereal can attack the ghost's manifestation there with normal weapons.

Frightful Moan: Ghosts can wail their eternal grievances, evoking the darkest and most morose sentiments. This horrific moan causes a cacophonic noise that unsettles the mind. Any creature hearing this noise must succeed at a wisdom save, or suffer the effects of fear, as the spell. A successful save grants that individual immunity to that particular ghost's moan for 24 hours.

Telekinesis: Ghosts are able to acutely focus their rage, allowing them to manipulate the physical realm. This ability is identical to the *telekinesis* spell.

GHOUL

NO. ENCOUNTERED: 1-8, 2-24
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 14
ATTACKS: 2 Claw (1d3), Bite (1d6)
SPECIAL: Paralysis, Darkvision 60 ft.
SAVES: P
INT: None
ALIGNMENT: Chaotic Evil
TYPE: Undead (Common)
TREASURE: 1
XP: 30+2

Ghouls are rotting undead incarnations of gluttony and greed. Perpetually hungry, they endlessly stalk the living for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered. This is particularly the case where dead have been buried in unconsecrated ground.

Combat: Ghouls are mindless, and attack with a wild ferocity akin to that of rabid animals. They are always hungry, and will often stop in the middle of a battle to feast upon a fallen foe.

Paralysis: Any living creature, other than an elf, that is clawed or bitten by a ghoul must make a strength save or be paralysed. This paralysis lasts 1d4+1 turns, or a *remove curse* or *remove paralysis* spell is cast upon the victim. Elves are immune to ghoul paralysis.

GIANTS

Giants are large humanoids. They range from a few feet taller to several times larger than the average human. They are like humans in many respects. They live in communal groups, and value their families. They build homes from wood and stone, though some dwell in caves. They all speak at least their own language, as rudimentary as that may be, and occasionally they speak vestiges of the common tongue. Giants wield large weapons of wood and steel, and a few have spell casting abilities. Some are intelligent, some less so; some are foul-tempered or evil, while others are good and righteous. To summarize, giants are everything humans are, but on a larger scale.

Combat: Giants fight with weapons, rocks, and their cudgel-like fists. Giants wield massive weapons that are so heavy that only another giant of equal or greater hit dice can lift it. These weapons deal considerable damage, as noted in the Attack listing for each giant.

Rock Catching: Whenever a giant is attacked by another giant by a thrown rock or boulder, or if subjected to an attack by a catapult or other boulder-throwing apparatus, the giant is allowed a dexterity save. If the save is successful, the giant does not suffer any damage from the attack, has grabbed the rock out of mid-air, and may throw the boulder the following round. A giant attempting to catch a rock thrown by a larger giant suffers a 1 point

increase to the CL for each hit dice of difference. A giant attempting to catch a rock thrown by a smaller giant gains a 1 point decrease to the CL for each hit dice of difference. Giants attempting to catch missiles thrown by siege engines suffer a 2 point increase to the CL for each 10 points of damage the missile would have inflicted.

Cloud Giant

NO. ENCOUNTERED: 1-10
SIZE: Large (18')
HD: 14 (d8)
MOVE: 50 ft.
AC: 25
ATTACKS: 2 Fist (2d8), Weapon (6d6)
SPECIAL: Rock Throwing, Levitate, Twilight Vision, Scent
SAVES: P
INT: Average
ALIGNMENT: Neutral (E 40%, G 40%, N 20%)
TYPE: Giant
TREASURE: 9 (hoard)
XP: 5000+14

Cloud giants are tall even for giant kind. They are pale-skinned with fair hair and light-colored eyes. They are intelligent, thoughtful, and deliberate creatures. They build enormous castles in the clouds, reflecting their stature and status among giants. They accomplish this through sorcery, so that the stone of their homes is bound with the clouds, and their home rides the winds of the world. Cloud giants are slow to anger, but they are formidable in their displeasure. They revel in the hunt, preferring to hunt large beasts such as woolly mammoths and cloud whales.

Cloud giants cooperate with each other for mutual benefit. They often live together in small groups of up to 10. If more than 4 are encountered, one is always a female. If 6 are encountered, 1-2 young giants will be present. The females fight as frost giants, and the young as ogres. Cloud giants often keep slaves in their castles, and have been known to keep lions and eagles as pets.

Combat: Cloud giants prefer weapons of bronze and iron. The supreme huntsmen, they favor the spear in combat. When a cloud giant goes to war they frequently do so in chariots pulled by huge lions (double all a normal lion's hit dice). In battle they prefer to run down their enemy, hurling spears or boulders at them. When an enemy has been pinned or knocked down, the cloud giant then moves in for the kill. In melee they prefer the sword or ax. They wear chain mail shirts, and often carry ornately decorated shields. The armor class listed above does not include a shield - if a particular giant uses a shield, add +2 to the armor class.

Rock Throwing: Cloud giants can hurl boulders up to 690 feet. Successful attacks inflict 2d12 points of damage.

Levitate: Twice per day, cloud giants are magically able to use the spell *levitate* as a 10th level wizard.

Fire Giant

NO. ENCOUNTERED: 2-12
SIZE: Large (12')
HD: 12 (d8)
MOVE: 40 ft.
AC: 23
ATTACKS: 2 Fist (2d8), Weapon (5d6)
SPECIAL: Rock Throwing, Immunity to Fire (full), Twilight Vision, Vul. to Cold
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Giant
TREASURE: 9 (hoard)
XP: 2450+12

Fire giants are thick of build and squat in stature. Their legs are short, their chests wide, and faces rough and flat. Fire giant skin is a deep red, and they typically have black hair. These powerful giants dwell in the roots of the mountains of volcanic ranges. They prefer caverns as domiciles, but these are always finished with carved stone and forged iron.

Fire giants are intelligent, and gather together to form small family clans of up to 12 individuals. Fire giant clans tend to gather together, forming larger communities. If more than 4 individuals are encountered, one is always a female. If 6 are encountered, 1-2 young giants will be present. The females fight as hill giants, and the young as ogres. Like most of their giant-kin, fire giants often keep slaves in their homes. They have been known to keep 1d4 hell hounds as pets (20% chance).

Combat: Fire giants are much like dwarves in their approach to battle. They fight in units of 2-4. If they are fighting a group of enemies, the strongest of the giants charges the opposition, while the others (if their are more than two)

pick one target and cut it down, ignoring all attacks on themselves. Once the first target is slain, they turn on another. Fire giants wear finely forged black plate armor, but rarely carry shields, preferring huge two-handed swords and mauls in combat.

Rock Throwing: Fire giants can hurl boulders up to 450 feet. A successful attack inflicts 2d10 points of damage.

Vulnerability to Cold: Fire giants take one and a half times normal damage from cold type spells and effects.

Frost Giant

NO. ENCOUNTERED: 2-8
SIZE: Large (14')
HD: 11 (d8)
MOVE: 40 ft.
AC: 20
ATTACKS: 2 Fist (2d8), Weapon (4d6)
SPECIAL: Rock Throwing, Immunity to Cold (full), Twilight Vision, Vul. to Cold
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 8 (hoard)
XP: 1950+11

Frost giants lair in the glacial wilderness, high in snow-capped mountain ranges. Their skin is an ashen white, and they have blonde or light blue hair. They wear their hair long, often braided, and grow large beards. Apart from their size, they resemble humans more than any other race of giant. Frost giants make their abodes in deep caverns and ice fissures. They carve their homes with modest skill. On rare occasions, they will use carved wood to finish their dwellings. Frost giants are mean, foul-tempered creatures and are apt to kill anything they encounter. They have a particular lust for gold, and their hordes often reflect this.

Frost giants live in small family groups. If more than 3 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as hill giants, and the young as ogres. Frost giants keep many thralls, and have been known to take winter wolves for pets (20% chance for 1d4).

Frost giants love to hunt, and they especially relish the pursuit of white dragons, who often compete with them for territory. Their coffers often contain dragon scales and plunder from dragon hoards.

Combat: Frost giants are aggressive even for giant kind. They cloak themselves in thick pelts of cave bear and the like, while their leaders and his men wear scale shirts (AC 21). They wield huge, two handed axes or mauls in combat. Frost giants love battle, and would rather close with an opponent than throw rocks at them.

Rock Throwing: Frost giants hurl boulders up to 540 feet. A successful attack inflicts 2d10 points of damage.

Vulnerability to Fire: Frost giants take one and a half times normal damage from fire type spells and effects.

Hill Giant

NO. ENCOUNTERED: 1-10
SIZE: Large (10')
HD: 9 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: 2 Fist (1d8), Giant Club (2d8)
SPECIAL: Rock Throwing, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 7 (hoard)
XP: 600+9

A hill giant appears somewhat like a primitive human of great size. They have bony, prognathous features. Thick, long arms hang from their broad shoulders like broken tree branches. Their stubby fingers are always cut and bruised and as often as not burnt black from their constant mishandling of fire. Their broad chest rest upon narrow hips and the whole is supported by two legs, bowed like a horned bow and big feet. Hill giants are uncouth and bathe only when forced to . . . by crossing a river or some such obstacle. They wear hides and shoulder massive clubs for weapons. They hunt in small groups of 10 or fewer individuals, and dwell in rough, hilly scrubland. Although lacking in intellect, hill giants do recognize that they are stronger than most creatures. They often assert this strength to force lesser creatures, like ogres, into service.

Hill giants band together in small groups. If more than 5 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as ogres, and the young as orcs.

Combat: Volatile and violent, hill giants are terrible foes. They know and use only a few stratagems in battle. First, they hurl rocks, small trees, or anything else they can pick up. When their foes are weakened, they will close and finish the enemy with huge clubs or massive, bony fists. They wear uncured bear and lion pelts, and their clubs are little more than dead trees. They are prone to over-kill and often beat a victim to a pulp long after they are dead. They loathe dwarves, killing them anytime they can. So great is the hill giant's hatred for these intrepid mountaineers that they refuse to eat them . . . an occurrence that dwarves take great comfort in.

Rock Throwing: Hill giants can hurl boulders up to 330 feet. A successful attack inflicts 2d8 points of damage.

Stone Giant

NO. ENCOUNTERED: 1-8
SIZE: Large (16')
HD: 10 (d8)
MOVE: 40 ft.
AC: 24
ATTACKS: 2 Fist (2d8), Weapon (2d6+6)
SPECIAL: Rock Throwing, Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Giant
TREASURE: 7 (hoard)
XP: 1200+10

Stone giants are social creatures that enjoy the company of their own kind, but are also known to socialize with dwarves or gnomes. While not as common as hill giants, stone giants are nearly as prolific, for they can be found dwelling in almost any mountain range. They live in deep caverns, burrowed into treacherous chasms or cliff faces. These creatures are powerfully built and resemble enormous carved manlike statues with well-defined, chiseled expressions. They are also always hairless. They are not aggressive, preferring to keep to themselves unless someone trespasses in their lair or threatens them. They are playful, and sometimes their play is misconstrued as hostility.

Stone giants live together, forming small bands composed of up to 8 giants. If more than 3 are encountered, one is always a female. If 6 are encountered, an additional 1-2 young giants are present. The females fight as hill giants, and the young as ogres. Stone giants do not keep slaves, but they have been known to train cave bears as pets (30% chance for 1d4).

Combat: Stone giants are not aggressive giants. They do not seek out battle or treasure, but they do molest many a traveler as they enjoy all manner of games, particularly dodge rock. Many a poor merchant has met his demise when he proved unable to dodge the hurled rock of a bemused stone giant. However, anyone foolish enough to intrude on the lair of a stone giant is met with an avalanche of thrown boulders. This initial attack is followed by an overpowering barrage of gigantic sweeping clubs. When they wear armor, it is finely cut cave bear hides (AC 25). They wield clubs or mallets in battle.

Rock Throwing: Stone giants can hurl boulders up to 510 feet. A successful attack inflicts 3d10 points of damage.

Storm Giant

NO. ENCOUNTERED: 1-4
SIZE: Large (20')
HD: 17 (d8)
MOVE: 50 ft., 40 ft. (swim)
AC: 27
ATTACKS: 2 Fist (2d8), Weapon (7d6) or Long spear (5d6)
SPECIAL: Spell-Like Abilities, Spells, Freedom of Movement, Immunity to Electricity (full), Twilight Vision, Water Breathing
SAVES: P
INT: Superior
ALIGNMENT: Chaotic Good
TYPE: Giant
TREASURE: 10 (hoard)
XP: 8400+17

Extremely reclusive, storm giants avoid civilization, preferring to live solitary lives, or on occasion, among their own kind. Vastly more intelligent and wise than their lesser relatives, storm giants are viewed with great admiration and fear by other giant kin. Storm giants are the most industrious of giant-kin, and skillfully fabricate their own rich clothing and high quality arms and armor. Their skin ranges from very pale to very dark, depending on their native climate. Their hair and eye colors vary similarly. Storm giants live on the highest of mountain peaks, in deep, primeval forests, or in oceanic trenches.

Storm giants live either alone or together in small families. If two are encountered, one is a female, equal to her husband in all respects. If more are encountered, the third and fourth are children, who fight as hill giants or ogres (50/50 chance). Storm giants who dwell on mountaintops or in cloud castles have a 30% chance of having one or two rocs as steeds and a 10% chance of 1d4 griffons as pets, while those who dwell in seabed ruins have a 40% chance of living with a pod of 1d20 allied dolphins.

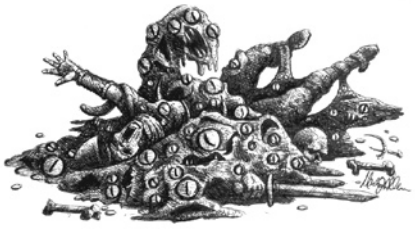
Combat: These giants possess incredible magical might, and have practically abandoned the traditional giant techniques of hurling rocks and wielding clubs. They adorn themselves in titanic pieces of bronze armor and carry long spears in battle. They use spells first, in battle, and rarely allow opponents to get close enough for hand-to-hand combat. They use the length of their spear and their own great reach to inflict as much damage as possible on the foe from a distance.

Spell-like Abilities: *Levitate* (2/day), *water breathing, lightning bolt* (for 8d8 points of electrical damage) (1/day), *predict weather* (1/day), *call lightning* (1/day), *control winds* (1/day), and *weather summoning* (1/day). 20% of adult storm giants are clerics or wizards (75/25) with 1d8 levels of spellcasting ability.

Freedom of Movement: Storm giants cannot be affected by any spell or effect that reduces their speed or affects their mobility. This includes all forms of hold spell as well as all forms of paralysis. Storm giants can move, attack, and use all their abilities unhindered underwater, as though they were in the airy realms above.

Rock Throwing: While they rarely do so, storm giants can hurl boulders up to 780 feet. A successful attack inflicts 4d6 points of damage.

Gibbering Mouther



NO. ENCOUNTERED: 1
SIZE: Medium
HD: 4 (d8)
MOVE: 10 ft., 20 ft. (swim)
AC: 19
ATTACKS: 6 Bite, Spittle
SPECIAL: Gibbering, Spittle, Blood Drain, Engulf,Amorphous, Darkvision 60 ft.
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 160+4

A gibbering mouther is a horrid creature of chaos and nightmare. The creature is a dark-hued, amorphous mass of slime and sludge. Eyes and mouths emerge randomly from the fetid ooze, spout their madness or feed on prey, and sink back into the mess later. They are perpetually hungry, and will eat anything organic that it can reach. The gibbering mouther survives in dark, subterranean environments, feasting easily on the unwary, as it cannot be spotted easily.

Combat: To avoid attention and ambush potential meals, a gibbering mouther waits silently, its eyes and mouths closed. When something approaches, they lunge forth suddenly, spitting, biting, and producing a bewildering assortment of odd noises.

Gibbering: Gibbering mouthers can vocalize a strange plethora of smacks, grunts, shrieks, and other noises from its multiple mouths, effectively acting like a *confusion* spell. All opponents within hearing distance of a gibbering mouther must make a successful wisdom save to avoid suffering from this effect. A new save is required each round.

Spittle: Gibbering mouthers are able to spew an acidic digestive chemical, spitting it at any opponent up to 30 feet away. If the target is successfully hit, it takes 1d4 points of acidic damage, plus must make a dexterity save or be struck in the eyes. A victim that fails the saving throw is blinded by the acid for 1d4 turns.

Blood Drain: The mouths of a gibbering mouther have incredible strength. Whenever an opponent is bitten, the mouth clamps down and holds. This hold automatically inflicts 1d3 points of damage from blood drain on each successive round, unless the hold is broken by a successful strength save (CL 3). If a victim has more than one mouth attached to it, the strength save Challenge Level is increased by 1 per mouth, to a maximum of Challenge Level 15.

Engulf: If an opponent is struck by 3 or more bite attacks in the same round, the gibbering mouther will attempt to pull that victim to the ground and flow across it. The victim is allowed a strength save (CL 6+1 per successful bite above 3) to avoid this effect. If the save fails, the target falls to the ground, the gibbering mouther rolls over it in the same action, and next round it makes 12 bite attacks against the helpless opponent, which is held in the equivalent of a Challenge Level 9 grapple.

Amorphous: Gibbering mouthers can attack opponents in any direction, and are not vulnerable to backstabs, as they have no discernable front or back.

Gnoll

NO. ENCOUNTERED: 2-8, 20-200
SIZE: Large
HD: 2 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: Slam (2d4), Weapon (weapons)
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 1
XP: 10+2

Gnolls are humanoids with the heads of jackals, coyotes, hyenas, and other scavengers. They are tall and gangly, if mighty thewed, averaging 7 feet in height or more, and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Gnolls are found in many climes and most temperate zones. They are brutish and stupid, if cunning and canny, and work together only through an instinctual pack mentality, without any concept of the greater good.

Gnolls possess little material culture of their own, using weapons and tools looted from other peoples. Gnolls migrate in large, loose tribal associations, forming groups of 20 to 300. They live in caves and ruins, and are frequently accompanied by dogs, coyotes, or jackals. If more than 50 are encountered, 30% of them will be female, and 30% will be pups. Females fight as orcs, and the pups fight as goblins. For every 50 encountered, there will be a pack leader with 3 hit dice and an armor class 16. If 200 or more are encountered, a warlord with 5 hit dice and an armor class of 18 will command the overall horde.

Combat: Cruel and sadistic, gnolls stalk their prey like their animal cousins. They always use superior numbers, and instinctively use flanking tactics. If attacking a large group, they will launch sudden, fierce attacks with a few of their number, to scatter the foe. Then, smaller attack groups will fall upon the separated enemies, focusing on the young and the weak, and annihilate them slowly and painfully. They prefer to use flails, morning stars, and maces, and wear patched-together studded leather armor with large steel shields. Pack leaders and warlords wear better armor, and often wield whips.

Gnolls do not suffer loss well, being cowards at heart, and if 20% of their number are wounded or slain, they usually retreat from combat. If a warlord is slain, the strongest pack leader will assume control and immediately retreat.

GNOME

NO. ENCOUNTERED: 4-24, 40-400
SIZE: Small
HD: 1 (d8)
MOVE: 20 ft.
AC: 16
ATTACKS: Weapon
SPECIAL: Gnome Traits, Darkvision 60 ft.
SAVES: M, P
INT: Average
ALIGNMENT: Any
TYPE: Humanoid
TREASURE: 1
XP: 7+1

Gnomes are small, earthy creatures that average about 4 feet in height. They are often bearded, and wear their hair long. They have ruddy complexions, and dark hair, but often have cheerful-looking faces and dark, but twinkling, eyes. They live in well appointed burrows, masterfully crafted, and afforded all manner of comforts. They love flowing water and are often found living near rivers. Gnomes are carefree, happy creatures, and are very resilient folk as well. The woes of the world seem to weigh upon gnomes less than any other race. They are observant, and possess a penchant for extracting information from various sources. For this reason, they are well informed about the world at large.

Gnomes group together according to family lines, several family groups living together forming large clans of up to 400. For every 20 encountered, there will be at least one 3rd level fighter, and for every 60 there will be a 5th level fighter or wizard (75/25). When more than 100 are encountered in a lair, 40% of them will be female, and 20% of them children. When less than 100 are found in a lair, it will be a workshop or mine. Clan lairs are ruled by a mayor, generally a fighter or wizard 7th to 9th level. Some forest clans follow druidic traditions rather than arcane - substitute druids for wizards in such cases.

The gnomish relationship with nature and its creatures allows them to communicate with burrowing mammals (badger, fox, mole, rabbit, etc.). The communication is more telepathic and empathetic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. A gnome does not leave tracks in the wilds; this effect is the same as the *pass without trace* spell. They have darkvision, for up to 60 feet, and have enhanced hearing, which provides +3 on all ability checks dealing with listening.

Gnomes have an innate ability to cast the following spells, once per day, as a 1st-level caster: *dancing lights, ghost sound,* and *prestidigitation*. The innate spells listed above are in addition to any spells available for members of spellcasting classes.

Gnomes are able to speak one or all of the following languages: common, dwarf, elf, gnome, goblin, kobold.

Combat: Gnomes prefer to avoid combat. However, if combat must be joined, gnomes are clever, dangerous warriors, often fooling opponents into entering lethal traps. They prefer to equip themselves in earthy green and brown garb, and use leather armor, wooden shields, leather skull caps, and the like. They carry hammers, picks, short swords and crossbows in battle.

Combat Expertise: Because of the frequent and bloody encounters with kobolds and goblins, gnomes have developed special techniques for fighting them. Gnomes receive a +1 bonus "to hit" kobolds and goblins in melee combat (this bonus does not apply to missile weapons).

GOBLIN

NO. ENCOUNTERED: 2-12, 40-400
SIZE: Small
HD: 1 (d6)
MOVE: 20 ft.
AC: 15
ATTACKS: Weapon
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Goblins are diminutive, vicious, and thoroughly evil humanoid creatures. They have large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment. These creatures prefer mountainous, hilly, forested, and rough terrains for their lairs, the better to hide from other races, but they will call anywhere home, often migrating in huge numbers when the tribe outgrows the lair. They are prodigious diggers, living in warrens carved out of hillsides, mountain slopes, beneath the roots of trees, or wherever else they settle. Their warrens can grow to monstrous size, dark fulsome depths, and maddening complexity.

Goblin tribes number up to 400 warriors, with several tribes sometimes making up a great goblin horde. While most goblin warriors are simply one hit die with no special abilities, one in 10 will be elite warriors — 1st level fighters — and approximately one in 100 will be a clan chieftain — a 2nd to 4th level fighter. Tribes with 200 or more warriors will also be led by a tribal king, a 5th to 7th level fighter, advised by — or sometimes controlled by — a shaman vizier of equal level. The shaman will himself be served by a number of 1st to 4th level acolytes equal to his level. There is a 10% chance the tribe will also have 1 to 4 goblin rogues or assassins (60/40) of 1st to 6th level. The lair will also be home to a number of females equal to 120% of the males, juveniles equal to 150% of the warriors, and whelps equal to 200% of the warriors — altogether, a single goblin warren can hold upward of 2,000 goblins. Then, too, many tribes also keep worgs as steeds — there is a 30% chance the tribe will have one worg per 20 goblins warriors, and the lair will hold a number of worg bitches equal to the worg steeds, and pups equal to steeds and bitches together. Shamans use the wizard and illusionist spells per day chart, and know exactly that number of spells, without any bonus spells.

Combat: Goblins only attack if they are confident of victory, whether by greater numbers, or some infallible trap. They carry all manner of arms, particularly favoring axes, clubs, mallets, and spears. They use bows occasionally, wear leather and metal ring garments for armor, and carry simple wooden shields.

GOLEMS

Golems are magically constructed creatures. They are created by wizards and clerics, who use them to serve as guardians of holy sites, treasure vaults, or place of similar importance. Golems are usually mindless, and unless noted in the text below, they should be treated as such.

Magic is fickle, and the process required to make a golem is risky. Therefore, every golem can potentially turn against its creator. Each time that the golem is engaged in combat (once per combat), it must make a mental save against the level of the character controlling it, and, at -2. If this save is failed, the golem remains under the character's control. If the golem succeeds, the bonds between it and the character are temporarily severed. The golem then rampages, trying to kill anything living that it encounters. The round following a successful save, the controlling character can make an intelligence save at CL 4 (with the golem's hit dice added to the challenge base). If this save succeeds, the golem stops its rampaging, and falls under the character's control again. If the character that created the golem is killed, the golem immediately goes berserk.

If a golem goes berserk, it gains a +2 to all hit rolls.

Golems can only be struck by magical weapons of +2 or better. Iron golems are only affected by weaons of +3 or better.

Clay Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 9 (d10)
MOVE: 20 ft.
AC: 22
ATTACKS: Slam (3d10)
SPECIAL: Berserk, Immunity to Magic
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 8
XP: 800+9

A clay golem is a humanoid creation, born through potent clerical magic that forever forms a bridge between the clay form and the elemental planes. The process for making clay golems is expensive (12,000 gp, at least) and complex, but involves the use of *resurrection, animate object, commune, prayer*, and *bless*, as well as the expenditure of a great fortune, making these creatures very rare. Once created, a clay golem is directly controlled by the cleric that created it.

Combat: Clay golems are very powerful foes that are impervious to magic. They are able to inflict grievous wounds with their two fists, slamming opponents in concert.

Immunity to Magic: Clay golems ignore all spells and spell effects except as follows: *move earth* inflicts 3d12 points of damage to a clay golem, and drives it back 36 feet, *disintegrate* affects the clay golem as the *slow* spell, and inflicts 1d12 points of damage (physical save negates), *earthquake*, when cast directly at a clay golem, prevents it from moving and inflicts 5d6 points of damage.

Flesh Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 7 (d10)
MOVE: 30 ft.
AC: 18
ATTACKS: 2 Slam (2d8)
SPECIAL: Berserk, Immunity to Magic
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 5
XP: 270+7

Flesh golems are a grotesque collection of stitched body parts, sewn together to form a macabre humanlike appearance, and then animated by powerful rituals. These creatures possess a rudimentary level of intelligence, slightly higher than that of a domesticated animal. Flesh golems do feel pain, and are aware that they are alive. If a flesh golem's master insists on sending it into situations where it can be injured, they gain a +4 on their saving throws to resist control. If they go berserk, they try to flee the area.

Flesh golems are made by evil clerics and wizards. It takes a great deal of wealth (10,000gp at least) and power to fashion such a creature. At minimum, the following spells are needed: *wish, polymorph any object, geas, protection from normal missiles*, and *strength*.

Immunity to Magic: A flesh golem is immune to all spells and spell effects, except as noted here: All spells that inflict fire or cold damage to any degree act as a slow spell for 2d6 rounds; spells that inflict electrical damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

Iron Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 14 (d10)
MOVE: 20 ft.
AC: 30
ATTACKS: Slam (4d10)
SPECIAL: Breath Weapon, Berserk, Immunity to Magic
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 10
XP: 8000+14

These powerful and enormous metal humanoids are typically the bodyguards of very powerful wizards, created to guard their most precious and secure areas and items. Iron golems are under the complete command of their creators, having absolutely no mind of their own. The process to build an iron golem is expensive (15,000gp at least) and requires the following spell effects: *wish, polymorph any object, geas*, and *cloudkill*. Iron golems are practically immune to all magic, but they are still vulnerable to the attacks of the adventurer's bane - the rust monster.

Combat: Iron golems engage opponents with steadfast determination, turning away all but the most powerful attacks, and ignoring nearly every spell. It can breathe a devastating attack upon its foes, releasing a small portion of the *cloudkill* spell required to construct it.

Breath Weapon: Once every 7 rounds, an iron golem can fill an area 5 ft. by 5 ft. by 5 ft. with a green, poisonous vapor. This gas enters the lungs of the victim and prevents them from functioning. A constitution save is allowed. If failed, the victim immediately falls to the ground, rendered immobile. On the following round, another save is allowed; a failure results in the victim losing ½ its current hit points. The third round allows another save, and if failed, results in the victim losing ½ of his remaining hit points. This process continues until 1 hit point remains. At that point, a failed save results in death. A successful save on any round negates the need for saves on subsequent rounds. *Cure disease, cure poison, heal* or similar spells remove the effects of the breath weapon.

Immunity to Magic: Iron golems are immune to all magical effects, except as noted here: all electrical effects slow the iron golem, as per the spell, for 3 rounds; spells that inflict fire damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

Stone Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 12 (d10)
MOVE: 20 ft.
AC: 26
ATTACKS: Slam (3d8)
SPECIAL: Slow, Immunity to Magic
SAVES: P
INT: None
ALIGNMENT: Neutral (Neutral)
TYPE: Construct
TREASURE: 9
XP: 2300+12

A stone golem is an enchanted stone humanoid statue, given a semblance of life through arcane formulae. They are created as guardians, intended to hold a post for decades and even centuries at a time. They are always under the direct and complete control of the wizard that crafted it, through a costly process (13,000gp at least) requiring at least the following effects: *wish, polymorph any object, geas*, and *slow*. Stone golems follow the last directive they were given by the controlling wizard, even after that wizard dies.

Combat: Often motionless, a stone golem waits for its instructions, guarding its post with eternal vigilance. If conditions are met based on the golem's last instruction, it may move to attack. For example, a golem guarding a doorway might be instructed to attack any that try to open the door, or any elf it sees. If no elves approach the golem, it will not attack unless an individual tries to open the door.

Slow: Once every 2 rounds, any opponent standing directly in front of a stone golem absorbs some remnant of the lingering magic used to construct the beast. The victim must make a successful strength save or be affected by *slow*, as the spell.

Immunity to Magic: Stone golems are immune to spells and spell effects unless otherwise noted here: *rock to mud* functions as the *slow* spell for 2d6 rounds, *mud to rock* heals a stone golem of all hit point damage it has taken, and *stone to flesh* utterly destroys a stone golem.

Gorgon

NO. ENCOUNTERED: 1
SIZE: Large
HD: 8 (d10)
MOVE: 30 ft.
AC: 20
ATTACKS: Gore (2d6)
SPECIAL: Breath Weapon, Trample, Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 7
XP: 810+8

Gorgons are magical, bull-like creatures that have a hide covered in thick, boney plates. They live solitary lives, in dense woodlands far from civilization. Gorgons typically lair in deep, hillside caves. They are semi-intelligent creatures that have awareness of other planes besides the mortal realms. They are highly sought after by the fey. Faeries take great risks to gather gorgon's breath, which they use to preserve and hide their native environments.

Combat: A gorgon enters combat with a blast of its fetid breath, which can turn unfortunate victims to stone. If cornered, it gores and tramples its enemies until death.

Breath Weapon: The breath weapon of a gorgon is a potent gas that literally petrifies its victims. This effect has a volume of 250 cubic feet. Anything within this area must make a successful constitution save or be turned to stone. The gorgon's breath weapon extends into the astral and ethereal planes. Other gorgons are immune to it, which can be used 4 times per day.

Green Slime

NO. ENCOUNTERED: 1-6
SIZE: Variable
HD: 4 (d8)
MOVE: 0 ft.
AC: 10
ATTACKS: None
SPECIAL: Devouring Assimilation
SAVES: None
INT: None
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: Nil
XP: 120+4

Green slime is an algae-like growth that feeds on moisture and any organic or metallic material it comes in contact with. The foul scum can grow anywhere, including at the bottom of water pools or wooden furniture or paneling; so long as there is organic or metallic matter for it to feed upon.

The slime occasionally grows on the ceilings or support beams in a mine or dungeon and any vibrations upon its perch will shake globules of the slime free of the main colony to drop upon any unlucky creatures below.

Combat: A green slime does not attack its victims, only reacts when any creature or substance makes contact with the slime colony. As it grows and converts more matter to its slime-like state, it can create major hazards for any creatures in proximity to their location.

Devouring Assimilation: When the slime comes into contact with living flesh, it adheres to the creature and convert its substance to more green slime, doing 2d6 points of constitution damage to the victim. Alert victims can quickly scrape the slime away to avoid this damage, but a successful dexterity check is necessary to scrape away the filth before it adheres to its body or gear. In such a case, the scraper will doubtlessly need to be discarded to avoid further contamination.

Green slime will devour wood and metal as well, but it consumes such matter at different rates than flesh; requiring 10 turns to transform 1 inch of wood to slime and devours metal in 1-2 melee rounds (if enchanted armor is attacked by the slime, an additional round per magical plus is necessary before the sludge eats through the armor). It does no damage to stone or ceramic materials. It can be destroyed/cured by the use of a *remove disease* spell, freezing the slime or burning it. No other attacks (including weapons and magic effects not specified above) will harm the slime.

GRIFFON

NO. ENCOUNTERED: 1-12
SIZE: Large
HD: 7 (d10)
MOVE: 30 ft., 80 ft. (fly)
AC: 17
ATTACKS: 2 Claw (1d4), Bite (2d8)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: P
INT: High
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5
XP: 270+7

Griffons are large, carnivorous avian creatures. They have the hind quarters of lions and the heads and forequarters of eagles. Griffons are fierce predators, whose hunting ranges extend far beyond their mountain aeries. They prefer horse flesh above all other meats and are constantly on the hunt for it. For this reason they are the scourge of many settlements, caravans and adventuring parties. They build nests of wood, much like an eagle's, in mountainous crags, ledges, and in other hard to reach areas. Griffons hunt and travel in flocks of up to 12.

Griffons are intelligent creatures, and if reared from hatchlings, they are easy to train and very loyal to their master. For this reason griffons make excellent steeds, and they are coveted as such by many cultures.

Combat: Griffons are aerial hunters. They take to the sky, soaring far above their hunting ranges, both mountains, hills and the plains that border their mountain homes, looking for food. When they have spied a likely target, they swoop down in flocks attacking the creature, trying to separate it from any herd or group that it is traveling with. They do this by hounding it from above, swooping in, clawing it and swooping up. One griffon after another attacks in this manner trying to drive it away. Only when the victim has been hounded for some distance do the griffons fall upon it and eat. They do not land to fight unless forced to do so.

H

HAGS

Hags are cruel, malicious women, consumed by envy and spite, and altogether evil. Hags can be found almost anywhere that they decide to inhabit, in every climate and terrain. They walk upon city streets as readily as they haunt the deeps of dungeons or the darkest swamps. There are three types of hag: the annis, the green hag, and the night hag. All are accomplished witches, and bring considerable magical talent to bear on their foes.

Hags are either encountered alone, or in a group of three. Any group of three hags, regardless of their specific types, will automatically form a hag covey in a given encounter.

Hag Covey: Three hags can form a special, magical bond, and all will grow in power. Hags that are part of a covey gain the additional powers listed below.

Spell-Like Abilities: *Animate dead* (3/day), *bestow curse* (3/day), *control weather* (3/day), *dream* (3/day), *forcecage* (3/day), *mind blank* (3/day), *mirage arcana* (3/day), *polymorph* (any) (3/day), *veil* (3/day), *vision* (3/day), and *create hag eye* (1/month). These abilities can only be used if all hags in the covey are within 10 feet of each other and actively participating in their use.

Entourage: A hag covey attracts the presence of weak-minded creatures that easily fall under the control of the hags. A hag covey has a 20% chance of having 1d8 ogres or 1d4 trolls as bodyguards or scouts. If this is not the case, then there is a 10% chance that a covey has 1d4 evil giants in the entourage.

Hag Eye: A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

Annis

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 7 (d8)
MOVE: 40 ft.
AC: 20
ATTACKS: 2 Claw (2d4), Bite (1d6)
SPECIAL: Improved Grab, Rend, Spell-Like Abilities, Darkvision 60 ft., SR 7 (special, see below)
Hag Covey
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 7
XP: 855+7

An annis always appears as an overgrown female humanoid with putrid eyes and long, black finger-claws. They have an exaggerated form, are very thin but wiry and muscular, and they have very taut cobalt blue skin that deflects weapon blows fairly easily. These foul creatures can be found in the company of ogres, trolls, and evil giants, often commanding and controlling them. Annis hags have a primary diet of human flesh, but they will eat anything with muscle and sinew. Normally solitary, annis hags rarely gather in groups, but when they do, they become even more powerful.

Combat: Annis hags are very strong. Combined with their deadly sharp claws, annis hags can devastate opponents, holding them fast while ripping them apart. They are deviously intelligent, and often have an entourage that they send into battle to weaken the opposition.

Improved Grab: An annis that strikes with both claws and its bite in a single round automatically tries to hold its victim fast, preventing it from moving. A strength save is allowed to resist this effect, but if it is failed, the victim is held immobile, and subjected to the annis hag's rend ability on subsequent rounds. A new save is allowed each round to escape the hag's grip.

Rend: An opponent held in an annis hag's grip is dealt a series of crippling blows, as the beast's iron-like claws and gnarled teeth slash and cut the victim. The unfortunate victim of this rending automatically takes damage from all of the annis hag's attacks. No saving throw is allowed to resist the damage, nor is the annis required to make an attack roll.

Spell-like Abilities: *Fog cloud* (2/day), and *change self* (2/day).

Spell Resistance: An annis hag has spell resistance, but only against spells and effects that generate illusions or illusory effects.

Green Hag

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 9 (d8)
MOVE: 30 ft.,
30 ft. (swim)
AC: 22
ATTACKS: 2 Claw (1d4+4)
SPECIAL: Spell-Like Abilities,
Weakness, Mimicry,
Hag Covey, Darkvision
60 ft., SR 6, Camouflage
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 8
XP: 1600+9

Green hags are deceptive creatures, luring the unsuspecting to everlasting doom. Green hags like the solitude of swamps and moors, but remain within a short distance of well-traveled areas so that prey is readily available. Some occupy streams and small rivers. Green hags, physically, resemble annis hags, except they have mottled green skin that constantly shifts in tone and tint.

Combat: Green hags prefer to let their prey come to them, using their mastery of vocal arts to trick the unwary. Once the victim has approached close enough to make escape difficult, the green hag attacks.

Spell-like Abilities: Green hags can use the following abilities twice per day: *audible glamour, dancing lights, invisibility, pass without trace, change self, speak with monsters,* and *water breathing*.

Weakness: A green hag is able to physically weaken opponents by instilling them with a sense of depression, melancholy, and ineffectiveness. This ability functions as a *ray of enfeeblement* spell and is usable once per day. A successful charisma save negates this effect.

Mimicry: Green hags can duplicate the sounds of any naturally occurring animal. These crafty creatures also have the ability to imitate the voice of a mature adult of any standard race listed in the *Castles & Crusades Player's Handbook*. They often use this ability to make cries for help or other convincing sounds to attract the unwary.

Camouflage: When moving in their native wetland environment, green hags make no noise and are barely visible. This provides a +5 bonus to all hide checks.

Night Hag

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 8 (d8)
MOVE: 20 ft.
AC: 22
ATTACKS: Bite (2d6)
SPECIAL: Spell-Like Abilities,
Dream Haunting, SR 10
Immunity: Fire, Cold,
Charm, Sleep and Fear
SAVES: M
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 8
XP: 1360+8

Night hags look like ugly and ancient female humans. They are tall, dress in ragged, dirty clothing, and smell cadaverous. Their skin is as dark as pitch, glistening as if wet in any light source. Their visage is one of a pain wracked woman, thin lips drawn back over a wide, deep mouth. That maw is filled with jagged, broken teeth. Night hags suffer for the want of a good food, for they are forced to devour the flesh of those they kill. Their palates long for the taste of food less foul, and for this their mouths are always dribbling thick, putrid bile. Night hags revel in the auras of evil, and are often found in the haunts of malicious folk. They harvest souls for the nether planes, carting the screaming spirits of the souls of the very evil to an eternal doom. Night hags are rarely found on the mortal realms, visiting it only when a harvest is ripe and ready to fall.

Night hags despise and fear Goodness. They loathe elves most of all.

Night hags are immortal, and though not especially intelligent, they are able to speak all the languages of all living creatures.

Combat: Night hags have powerful magical abilities that they use with great facility. They never willingly get close to a victim until they are certain it is rendered powerless.

Spell-like Abilities: *Improved magic missile* (deals 2d8 points of damage but otherwise functions as the standard *magic missile* spell) (3/day), *ray of enfeeblement* (3/day), *etherealness, know alignment, polymorph self, great sleep* (affects a single opponent with up to 12 hit dice or levels, functioning as per the *sleep* spell; the night hag must use this spell to utilize its dream haunting ability) (1/day), and *gate* (1/day).

Dream Haunting: The great sleep power forges a dark magical bond between the night hag and its target. Through this bond, the night hag seeds the victim's dreams with evil thoughts and desires. The target is allowed one wisdom save to expel the hag from its dreams. If failed, the victim is afflicted with horrid nightmares; they are unable to sleep, fearing the terror of their own dreams. Within one week, the victim is compelled to act upon the night hag's diabolical suggestions. Her suggestions begin as small bits of selfishness, avarice, or greed, but eventually become compulsions to perform ever-greater acts of evil. Each night, a successful constitution save will allow the victim to avoid the permanent loss of one point of constitution. However, a successful save does not end the haunting. The only way to end a dream haunting is to slay the night hag responsible for the nightmares. This causes desperation in the victims and their allies – desperation that plays right into the hag's plan, as it can cause even good creatures to perform evil acts. A hag will brew evil in this way so that she can harvest those souls, as well. When a victim is reduced to zero constitution, the night hag rips out the victim's soul, carting it off to its plane of origin. The fate of souls captured in this way is the subject of grim speculation. What is certain is that this loss not only kills the victim, but also prevents the creature from ever being resurrected or raised.

HALFLING

NO. ENCOUNTERED: 2-12, 60-600
SIZE: Small
HD: 1 (d8)
MOVE: 20 ft.
AC: 16
ATTACKS: Weapon (by weapon)
SPECIAL: Halfling Traits, Duskvision
SAVES: M, P
INT: Average
ALIGNMENT: Lawful Good
TYPE: Humanoid
TREASURE: 1
XP: 7+1

Halflings are the smallest of all civilized folk, standing just a little smaller than gnomes, on average. They are jolly and cheerful folk, happy to lie around and enjoy each day for its own sake. They build burrowed settlements in soft, arable plains, scrublands and rolling hills.

Halflings appear, upon first sight, to be small, well-nourished humans. They share many of the mannerisms and habits of their larger cousins, yet closer inspection reveals large hairy feet and wide eyes displaying the temperament of wily farmers. Halflings are generally an agrarian people, preferring open pastures and lush farmlands to cities or other places crowded with tall folk. They get along well with most peoples and only rarely leave the safety of their homes and communities. Even when they do, it is generally only at the behest of others. Meticulous and prosperous, halflings enjoy good food, relaxation and a quiet life.

Halflings generally live in communities or small villages for up to 600 folk. They are ruled by an Elder or Town Mayor. Any such grouping is able to field a militia of up to 30% of its total number. These are able-bodied warriors. For every 20 present there is 1 constable. For every two or more constables there is a sheriff. They are very communal and protect the village at all costs, but they do not hesitate to desert it in the face of heavy numbers.

Halflings are able to blend with their environment, moving almost in complete silence and hiding so that few have a chance to spot them. They favor muted colors in their clothing so that this more easily accomplished. Naturally small and dexterous, halflings can move as quietly as a breeze upon a calm summer morn. With a successful dexterity check, halflings move silently when outdoors. Halflings are practiced at avoiding the prying eyes of others. A successful dexterity check allows the halfling to hide in outdoor settings, making him or her almost invisible. If a halfling decides to move while hiding, he or she can attempt to remain hidden, but must move at half speed to do so, and the halfling will suffer a -5 penalty to the check. A -20 penalty applies when a halfling runs or charges, as it is next to impossible to remain concealed in that circumstance.

Halflings are stout, hardy folk and gain +1 to all constitution checks. They possess little fear, whether through boldness, outright courage, or innocence. This imparts a +2 bonus on all saving throws against fear.

Halfling are able to speak some or all of the following languages: halfling, common, dwarven, gnome, elvish, sylvan, and goblinoid.

Combat: Halflings are not combative, but when necessary, they can be lethal foes at range, and make surprisingly adept melee combatants. They favor short bows, short swords, axes, clubs, and daggers. They avoid heavy armor but will wear a chain shirt from time to time.

Halflings use their stealth to surround their foes. They then attack from hiding, at a distance, bombarding their enemies with volleys of arrows.

Tallfellow Halfling Subrace: Slightly taller than the average halfling, Tallfellows have developed darkvision to a distance of 30 feet They are otherwise identical to normal halflings.

HARPY

NO. ENCOUNTERED: 2-12
SIZE: Medium
HD: 3 (d8)
MOVE: 20 ft., 50 ft. (fly)
AC: 13
ATTACKS: 2 Claw (1d3), Weapon (by weapon)
SPECIAL: Captivating Song, Darkvision 60 ft.
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Humanoid
TREASURE: 2
XP: 40+3

Harpies look like enlarged vultures that have the torso and face of a human female. They are foul, having ragged and soiled feathers, and they reek with the stench of carrion. Their temper is as foul as their appearance, and they hate almost all living things. Their language is a mixture of the common tongue and unidentifiable screeches, caws and clacking sounds, and they are constantly babbling. They always carry some weapon constructed of the body of a previous victim.

Harpies are found in most climates, but prefer hardwood forests. The gnarled twisted branches of black jack oak trees are their favored nesting grounds. Here they build large communal nests of twisted branches, briars, vines and any other rubbish they may have taken and kept from their victims. As often as not, bones of the unfortunate targets of the harpies' ire are found as part of the nest which the harpy sleeps upon. Frequently these thorny beds are built on the ground, etched out of the earth and in the roots of the tree. They normally gather in covens of up to 12 individuals. Harpies have voracious appetites and are almost never satisfied.

Harpies have a great lust for pretty things, such as jewelry and gems. When one finds such an item they take great pains to hide for their sisters will most certainly try to take it . . . an unintentional aggravation for many adventurers. If the item in question is of great value the harpies will stop at nothing, even attacking each other, to get at it.

Combat: When a harpy becomes aware of a victim, it lays back, folds its wings, assumes a suggestive pose, and begins to sing an incredibly beautiful song. They then wait patiently for the unsuspecting victim to succumb to the power of the song. Once, the victim is lured close to the harpy, the creature charms the unfortunate soul, and takes the victim away to be tortured and devoured.

Captivating Song: A harpy's most insidious ability is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot area must make a successful charisma save or become captivated. Elves and half-elves can apply their resistance to charms to this save. If the save is successful, a song from the same harpy cannot affect that individual for 24 hours. A captivated victim will walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), the creature receives a second saving throw to resist the charm. Captivated creatures can take no actions other than to defend themselves and move toward the harpy. A victim that approaches to within 5 feet of the harpy will then stand motionless, offering no resistance to the monster's attacks. This effect continues for as long as the harpy sings, and for 1 round after the song ends. An enterprising bard may try to counter the song with a charisma check; a successful performance allows the captivated creature to attempt a new charisma save, but does not negate the effect of the song. Failure means that the bard cannot counter that particular harpy's song again that day.

HELLHOUND

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 4 (d8)/ 8 (d8)
MOVE: 40 ft.
AC: 16
ATTACKS: Bite (1d6+1d6)
SPECIAL: Breath Weapon, Fiery Bite, Darkvision 60 ft., Immunity to Fire (full), Tracking
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 4(8)
XP: 4hd 120+4
8hd 810+8

Hellhounds are canine creatures that are permanently sheathed in a hellish flame. They are large, hyena like beasts with massive jaws and coarse black or gray spotted hair. They are native to evil planes, where they roam in great packs, or are used as watchdogs. On the mortal realms, they travel and hunt in smaller packs that rarely exceed six members. They are exceptionally acute, and can be easily trained if the trainer is evil, powerful, and able to withstand the beast's fiery assault.

Combat: Hellhounds are very aggressive creatures. Filled with the pain of their own fire, they seek to inflict that torment on others. Moving with great stealth and speed, a pack of hellhounds will stalk enemies, waiting for the ideal time to surround and overwhelm their prey with tooth and flame.

Breath Weapon: A hellhound can exhale a flaming pellet of purest heat that will explode upon contact with an opponent. This explosion inflicts 1 hit point of damage per hit dice of the hellhound. A successful dexterity save reduces this damage by one half.

Fiery Bite: The bite of a hellhound is wreathed in a layer flame and intense heat. Each successful bite inflicts an extra 1d6 points of fire damage in addition to the normal damage from the bite.

HERD ANIMAL

NO. ENCOUNTERED: 10-10000
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 13
ATTACKS: 2 Hooves (1d4), Slam (1d8)
SPECIAL: Stampede, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1
XP: 10+2

Herd animal is a category that can refer to many different creatures, including buffalo, deer, wildebeasts, zebras, horses, sheep, and other similar herbivores. They are encountered in herds of 10 to 10,000. They live in open plains, scrublands, forests, hills, and mountains. They congregate in herds for survival of their species: a large grouping offers some protection from predators.

Combat: Herd animals will flee to avoid hunters. If forced to fight, they will do so by head butting or rearing, slamming their heads, horns, or hooves into an opponent. Large herds that feel threatened often stampede; stampeding animals run down whatever is in their path, only avoiding larger creatures or obstructing terrain. If trapped in a stampede, death is almost certain.

HIPPOGRIFF

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 3 (d10)
MOVE: 50 ft., 100 ft. (fly)
AC: 15
ATTACKS: 2 Claw (1d6), Bite (1d10)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 2
XP: 30+3

These strange magical beasts possess the hindquarters of a horse and the forequarters of a bird of prey. They are proud creatures are rarely tamed. Hippogriffs dwell in mountain aeries shrouded by clouds. They are shy creatures, avoiding civilization or settled lands. Hippogriffs and griffons compete for food and territory, and hippogriffs will attack griffons on sight. Hippogriffs shy away from pegasi (q.v. pegasus), and consider the winged horses to be dominant creatures.

Hippogriff eggs are very prized for use in magical research. A live, viable hippogriff egg is generally worth about 1500 gold pieces on the open market.

Combat: Hippogriffs enter combat only in self-defence, unless attacking a griffon. They avoid stronger predators, but will fight viciously when cornered. They attack with their front claws and beak, in combination.

HOBGOBLIN

NO. ENCOUNTERED: 4-12, 10-200
SIZE: Medium
HD: 1 (d10)
MOVE: 30 ft.
AC: 15
ATTACKS: Weapon
SPECIAL: Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 7+1

Hobgoblins are stout, foul-featured humanoids. About the size of a human male, they have thick, knobby skin that varies from dark green to black. They have dark, greasy, knotted hair that often hangs down to their waists. They travel in small, disciplined groups, using goblins as slaves and jackals as tracking beasts. Hobgoblins prefer heavy armor, sheathing themselves in chain mail or stronger. They prefer to wield large weapons in battle, such as halberds, pole axes, and two-handed battleaxes.

Like other marauding humanoids, they form large clans of up to 200 male and female members. The number of youngsters will be equal to 120% of the number of clan members. For each troop of 10 hobgoblins, there is one 2 hit dice lieutenant with an AC of 16. For every four troops there is a subcheif with 4 hit dice and an AC of 18. For every five troops there is a chief of 6 hit dice and 19 AC.

Hobgoblin shamans have limited spell casting ability in the wizard and cleric classes. They have spells from the lists of both classes, up to a maximum of 24 spell levels. No spell selected can be greater than 4th level. None of these spells

are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

Example: A shaman with six 1st level spells, four 2nd level spells, two 3rd level spells, and one 4th level spell has the maximum of 24 spell levels. The CK selects these spells from either the Wizard or Cleric spell list, and they are permanently fixed.

Combat: Hobgoblins are smart tacticians. They rely on their collective knowledge in battle and sheer numbers and power to end battles in their favor. They favor tight formations, using their armor and pole arms to great effect.

HOMUNCULUS

NO. ENCOUNTERED: 1
SIZE: Small
HD: 2 (d10)
MOVE: 20 ft., 50 ft. (fly)
AC: 14
ATTACKS: Bite (1d3)
SPECIAL: Poison, Bond
Darkvision 60 ft.,
Twilight Vision
SAVES: M
INT: High
ALIGNMENT: Any (see below)
TYPE: Construct
TREASURE: 1
XP: 30+2

A homunculus resembles a miniature gargoyle. They are intelligent, often reflecting the mental abilities of their creators. A homunculus is a specially prepared creature that is crafted by a wizard through a very precise alchemical process. Constructing a homunculus grants several benefits to a wizard (see Bond, below), and many wizards see the benefits as worth the time, expense, and risk involved in the creation process. A homunculus is very rarely encountered without its creator, as the homunculus has a limited range that it can travel away from its master.

If a homunculus's master should perish, the creature is freed from its bond, but it does not die. It will linger around the body of its fallen master for many long months. A homunculus in this situation is eventually consumed by its own grief, twisting into a creature of evil intent and consciousness. The homunculi, so transformed, will venture out into the world to share its grief with others in horrible ways.

Combat: A wizard that controls a homunculus is reluctant to let the creature enter combat, for fear it should die. Instead, they are used as scouts, spies, and messengers.

Poison: An opponent bitten by a homunculus must succeed at a constitution save to avoid falling into a comatose slumber. This poison is a powerful depressant, and upon a failed saving throw, a victim is rendered unconscious and immobile for 5d6 minutes.

Bond: An invisible tether of arcane force exists between a homunculus and its creator. This connection provides a synergistic benefit to both entities. For the purposes of saving throws, homunculi are treated as having hit dice equal to the level of their creator. The creator is able to use all of the homunculus's senses as clearly as if standing in the same spot. A homunculus cannot travel more than 100 feet away from its master, and is telepathically linked to its creator. A homunculus knows everything the wizard that created it knows, and shares the same alignment as its controller. Should the homunculus die, the wizard that created it immediately suffers 2d10 points of damage.

HORSE

	Heavy War	Light War	Riding
NO. ENC:	1	1	1
SIZE:	Large	Large	Large
HD:	4 (d10)	3 (d10)	2 (d8)
MOVE:	50 ft.	60 ft.	60 ft.
AC:	14	13	13
ATTACKS:	2 hooves(1d6+3), bite (1d4+2)	2 hooves(1d4+2), bite (1d4)	2 hooves (1d4+1)
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGN:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	4	2	1
XP:	60+4	30+3	10+2

Heavy War Horse

These animals are bred for strength and endurance, and trained for warfare. They are typically used by mounted cavalry in heavy armor. A heavy warhorse can fight while carrying a rider, but the rider cannot attack at the same time. A light load for a heavy warhorse is up to 300 pounds; a medium load, up to 600 pounds; a heavy load, up to 900 pounds. A heavy warhorse can drag 4,500 pounds.

Light War Horse

A contrast to their larger cousins, these animals are bred for a different role in combat: speed. They are typically used by scouts and light cavalry. A light warhorse can fight while carrying a rider, but the rider cannot also attack. A light load for a light warhorse is up to 225 pounds; a medium load, up to 450 pounds; a heavy load, up to 700 pounds. A light warhorse can drag 3,500 pounds.

Riding Horse

These animals are bred for speed and endurance, and are not trained to handle combat situations. A riding horse cannot fight while carrying a rider, and may rear, buck, or bolt when faced with obvious danger. A light load for a light riding horse is up to 150 pounds; a medium load, up to 300 pounds; a heavy load, up to 450 pounds. A light horse can drag 2,250 pounds.

HUMAN

NO. ENCOUNTERED: 4-16, 40-400
SIZE: Medium
HD: 1 (d8)
MOVE: 30 ft.
AC: 12
ATTACKS: Weapon
SPECIAL: None
SAVES: P
INT: Average
ALIGNMENT: Any
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Humans are the most diverse of the races. In appearance, demeanor, culture, language, crafts and interests, humans are difficult to characterize in total as it is this diversity which most defines humanity and makes them one of the most unique of races in all the world.

Humans can range in size from 5 and half feet in height to 6 and half feet. Their body bulk likewise ranges greatly depending on diet, nutrition, and desire. Females tend to be slighter in both height and weight than males, though there are many exceptions to this. Hair colors and styles range greatly depending upon culture, genetics, and status within their own cultures. Skin colors also range greatly from pitch black to a pasty white.

Humans range as much in temperament as they do in appearance. They can be mean spirited, lowly, dastardly, and downright evil to high minded, loyal, honest, and beneficent. Humans are as often industrious as they are indolent. It is the range and the fervor with which they pursue or are driven by these traits that sets humans apart. Their laziness knows no limit while at the same time, their industriousness exceeds that of all others.

There is little one can say about human culture other than it is so vast in its structures and forms it is chaotic. Languages, customs, religions, laws, settlement patterns, architecture, food consumption, warfare, governmental structure and marriage patterns are often so different from one group to the next as to make many groups of humans incompatible neighbors. From solitary farmsteads on wide plains to overcrowded cities in riverine environments, humans are found in any sized settlement and in any environment.

All this diversity results from one general characteristic all humans seem to share. Humans are infinitely curious. This curiosity drives individual explorers or even whole nations into new territories, across lonely mountains and into the deeps of the ocean. They are a migratory lot and seem to constantly be on the move to new and better lands.

This curiosity rises up in the pursuit of crafts, farming, warfare and many an intellectual enterprise. Humans constantly strive to improve their lot and understand the physical workings of the world in which they live. Curiosity and enterprise manifest together in ever improving technologies and skills which increase and broaden their power and influence on their neighbors.

Another characteristic is one of competition. Whether with one another, other races, animals or anything else that moves or can be beaten, humans compete. This leads to constant military conflict, social conflict, economic conflict, religious conflict and even interpersonal spiritual conflict. All this conflict makes for a fairly contentious race. Though, ultimately, a very successful one as a natural social, intellectual and economic evolution creates ever more efficient human cultures–though often to the detriment of their neighbors.

In sum, humans are defined more by their culture than by any inherent instinct or nature. Their culture determines their belief systems, marital patterns, governmental institutions, and relations with their neighbors and other races. Their technology level tends to dictate their capacities (some fight with bones, others with swords of steel, still others just cannot countenance a fight at all) and their economic base dictates their wealth.

HYDRA

NO. ENCOUNTERED: 1
SIZE: Large
HD: 5 to 12 (d8)
MOVE: 20 ft., 10 ft. (swim)
AC: 15 to 22 (see below)
ATTACKS: 5 to 12 Bite (1d10)
SPECIAL: Deepvision, Fast Healing, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5/6/6/7/8/8/9/9

XP:				
	5HD	420+5	9HD	1700+9
	6HD	630+6	10HD	2850+10
	7HD	765+7	11HD	3620+11
	8HD	1145+8	12HD	4500+12

Hydras are massive reptilian quadrupeds with multiple heads. Their heads are mounted on long, sinuous necks and filled with rows of jagged teeth. Their bodies are broad, supported by short, powerful legs. When moving, they tend to drag their bulk along the ground in a crocodilian manner. Hydra heads are always of the same size, shape, and color, matching the creature's body tone. They are very aggressive, and despite their odd shape and bulk, deceptively quick.

These monsters are always solitary. They often dwell in swamps and marshes, where they build large nests in heaps of rotting timber, swamp mulch, and other debris. They are voracious eaters, and both hunt and scavenge for their meals.

Combat: Physically powerful, quick, and vicious, hydras are capable of dominating an entire combat area. They can attack multiple opponents simultaneously, biting at any target the heads can reach.

Multi-Headed: Hydras have between 5 and 12 heads, one for each hit dice the creature possesses. Each hit dice of the creature also represents an improvement in armor class. A hydra's armor class starts at 15 (5 heads) and increases by one for each head, up to a maximum of 22 (12 heads). The heads can be attacked individually. Each head is considered to be a 1 hit dice (d8) creature, and can die independently from other heads. A hydra cannot be killed until all of its heads have been killed, regardless of damage inflicted on its body.

Pyrohydra Subrace: Pyrohydras resemble their normal kin, save for a telltale dark red tint in the scales. The unwary may not be able to distinguish a pyrohydra's true nature until it breathes flame. These creatures have the same statistics as above, with the following changes:

Special: Breath weapon, darkvision 60 feet, immune to fire, twilight vision, multi-headed.

Breath Weapon: The breath weapon of a pyrohydra is weak…from one head. When the beast focuses the breath from every head on a target or targets, the effect is frightening and deadly. A pyrohydra can divide this attack between opponents by targeting each foe with a different head or heads. Likewise, a single target could find itself facing down the pyrohydra's full combined blast. In either case, each head can breathe an explosive gas that ignites upon exit from the creature's mouth. This gas erupts into a 5-foot sphere of flame that inflicts 8 points of fire damage. This damage is cumulative as additional heads fuel the blast. A single head's breath causes 8 points of damage; the breath of 8 heads focused on a single area causes 64 points of damage. A successful dexterity save reduces this damage by half.

Cryohydra Subrace: Cryohydras also resemble their normal kin, but their scales are tinted slightly white at the edges. This enables the cryohydra to

stay fairly hidden in the icy marshlands where it dwells. It conforms to the statistics above, except for the following changes:

Special: Breath weapon, darkvision 60 feet, immune to cold, low-light vision, scent, multi-headed.

Breath Weapon: As with the pyrohydra, the breath of a cryohydra is weak when only a single head breathes, but the true nature of the threat becomes more apparent when more than one head is brought to bear. A cryohydra can divide this attack between opponents by targeting each foe with a different head or heads. Likewise, a single target could find itself facing down the cryohydra's combined icy blast. In either case, each head can breath forth a blast of frigid air that fills a 5-foot sphere that inflicts 8 points of cold damage. This damage is cumulative as additional heads intensify the blast. A single head's breath causes 8 points of damage; the breath of 8 heads focused on a single area causes 64 points of damage. A successful dexterity save reduces this damage by half.

J—

IMP

NO. ENCOUNTERED: 1
SIZE: Small
HD: 1 (d8)
MOVE: 20 ft., 60 ft. (fly)
AC: 15
ATTACKS: Bite (1d4), Stinger (1)
SPECIAL: Darkvision 60 ft., SR 3 Invisibility, Regenerate 1
SAVES: M, P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 1
XP: 15+1

Imps are small fey – cunning, calculating and altogether evil. They are extraplanar creatures and are rarely encountered on the mortal realms. When they are, they are usually serving as familiars to wizards or servants to some other malevolent creature. Imps can have many forms, but they are always small, crooked, and possess one long eyetooth. They possess wings, but these fold up onto their back and lay flat with their skin, so that they are not discernable at a glance.

Imps possess a chameleon-like ability to blend with their environment. They can, at will, change their color, heat signature, and even their skin texture to blend with any environment. With a successful physical check, the imp hides so well that it is invisible to the naked eye. They regenerate 1 hit point per round and can only be hit by silver or magic weapons.

Imps speak the language of fey, but also speak the common tongue of men.

Combat: Imps are not formidable foes. They are small and weak, and avoid combat whenever they can. If pressed hard by superior numbers, they will almost always fall upon the ground, desperately calling for pardon, and they will attempt to strike some deal with their antagonist.

Poison: Imps have a thin tail tipped with a sharp spine. With this tail, they are able to sting an opponent and cause a nasty wound. Upon a successful hit, the victim takes 1 hit point of damage, and must make a successful constitution save or suffer 2 points of damage per round for 4 rounds (for a total of 9 points). The wound swells and becomes sore immediately, rendering the area useless (if a sword arm, the victim cannot wield a sword with that arm after being stung). A *cure disease* or *neutralize poison* will negate the poison's effect.

INVISIBLE STALKER

NO. ENCOUNTERED: 1
SIZE: Large
HD: 8 (d8)
MOVE: 30 ft., 30 ft. (fly)
AC: 17
ATTACKS: Slam (4d4)
SPECIAL: Darkvision 60 ft., Natural Invisibility, Improved Tracking, SR 6
SAVES: M
INT: High
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 6
XP: 540+8

Invisible stalkers are creatures native to the elemental plane of air. An invisible stalker is only found in the mortal realms if summoned by a wizard in need of its service. An invisible stalker follows the commands of its summoner and departs the moment it has completed its task. The exact method of summoning an invisible stalker is up to the Castle Keeper to determine; however, it is recommended that it be a wizard spell of 6th level or higher.

Combat: Invisible stalkers are reluctant to engage in combat, only doing so when forced or ordered by their summoners. Their primary goal is to end their periods of servitude as quickly as possible.

Natural Invisibility: An invisible stalker is constantly invisible, even when attacking. This ability is inherent and natural to this creature, and is not subject to any spell or effect that negates or detects invisibility. Creatures able to see the invisible still cannot see an invisible stalker, and *true seeing* will not reveal the presence of one.

Improved Tracking: Invisible stalkers can track as a ranger, with a +6 bonus.

J—

JACKAL

NO. ENCOUNTERED: 6-36
SIZE: Medium
HD: 1 (d6)
MOVE: 30 ft.
AC: 12
ATTACKS: Bite (1d6)
SPECIAL: Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1
XP: 5+1

Jackals are small canines that run in packs of several dozen members. They inhabit dry steppes, scrubland, and prairies. Like all canines, jackals have a rigid social structure, with both an alpha male and female. At least 30% of a given pack consists of pups.

Combat: Jackals hunt as a pack. They work together to separate weak or slow prey from larger groups and combine efforts to bring that prey down. They rarely attack humans, demi-humans, or humanoids unless they are extremely hungry.

JACULUS

NO. ENCOUNTERED: 2-8
SIZE: Small
HD: 1 (d4)
MOVE: 5 ft, 30 ft. (fly)
AC: 15
ATTACKS: 2 Claw (1d3), Bite (1d4)
SPECIAL: Poison, Spit
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
Treasure: 1
XP: 15+1

A jaculus is a rare creature that possesses the serpentine body and head of a viper and the wings and talons of a hawk. It is a dangerous predator that hides deep within tall forest canopies for prey to approach. Jaculi strike extremely quickly, relying on their maneuverability and deadly poison to dispatch prey in short order.

Combat: Jaculi will primarily target small and weak animals, but when desperately hungry they may attack larger creatures. They swoop down quickly and silently, striking first with their talons. When severely threatened, or when attacking a larger foe, jaculi will bite opponents, injecting and spitting deadly venom.

Spit: Any creature within 15 feet of a jaculus can be targeted by this attack. A successful dexterity save negates the effects, but a failure is treated as if the victim was bitten. A jaculus can use this ability three times per day, but no more than once per hour.

Poison: A creature bitten or spit upon must make a successful constitution save or be wracked with pain. Failure indicates that a victim suffers 1d6 points of damage on each of the following three rounds, and suffers a -1 penalty to attack rolls and armor class for the same duration. This venom is a caustic chemical that is absorbed through skin. Consecutive poison attacks by a jaculus on the same victim will not increase the duration or effect of this poison, though a second attack can affect a victim normally if the first attack's duration has expired.

K—

KOBOLD

NO. ENCOUNTERED: 4-24, 40-400
SIZE: Small
HD: 1 (d4)
MOVE: 30 ft.
AC: 15
ATTACKS: Bite (1d2), or Weapon (by weapon)
SPECIAL: Darkvision 60 ft., Light Sensitivity
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Kobolds are small, scaly humanoids covered with a sparse layer of thin fur. Kobolds are physically unimposing creatures. They are thin and wiry, and have scaly skin that sheds periodically in large white flakes. This gives them an unkempt and filthy appearance. However, they are fierce and unrelenting in battle, clever in their plans. They have independent, inquisitive minds. This makes them very successful in battling their numerous and stronger foes. They are almost never included in hosts of other humanoids (unless enslaved) as they are reviled by all and considered of little value to any save themselves.

They make their lairs in dark forests, tangled swamps, or deep in remote underground dens. When above ground, they build crude circular huts or yurts, that are packed closely together for protection. They do not naturally tunnel, but do make crude efforts to widen and work their underground homes for their large families and tribes. In all cases, kobolds prefer the option of mobility over that of doggedly defending one parcel of territory. They know territory is easier to find than members of the tribe are to replace. They do not have the technology for forging complex weaponry, and would not be inclined to do so, even if they did. However, they can make wooden and stone weapons with efficiency and ease. They often pillage battlefields for useful items, so it is not unheard of for kobold bands to be well outfitted on rare occasions.

Kobolds tend to remain in family groups that often split upon reaching numbers of 40 or more. This occurs quite often as they breed very quickly. Kobold females lay clutches of up to 10 eggs, six times a year. However, female kobolds are rare, comprising no more than 10% of any kobold population, and mortality rates of young kobolds are high. Kobolds are defensive of their few females and fight desperately to defend them if threatened. Female kobolds are often the leaders of families and clans.

Large kobold settlements can contain as many as 400 individuals, with families linked together by social orders and tribal customs. They are led by a chieftain with 2 (d8) hit dice and an armor class of 17. The sub-chiefs have 1 (d8) hit die and an armor class of 16. For every 10 kobolds encountered, there is a sub-chief, and for every two or more sub-chiefs encountered, a chieftain is also present. If more than 50 kobolds are encountered, 10% of their number is female, and 25% are hatchlings.

Combat: Kobolds are careful to avoid battle unless confident that their numbers and planning ensure victory. They are a dastardly lot as they prefer to use traps and harrying techniques to beat their enemy down before closing for a final kill. In most cases, they only close if their opponent is incapacitated, or if they outnumber their foes by at least four to one. It is not unknown for kobolds to feast upon their kills. Due to their light sensitivity they suffer a -1 to all attacks made in bright light.

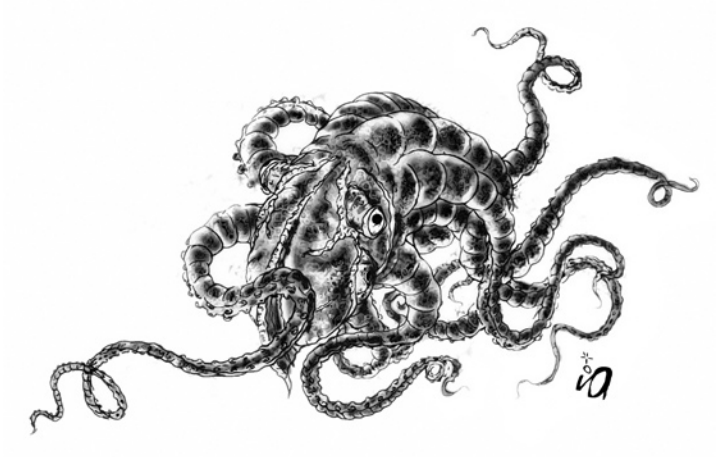
Special: Kobold shamans have limited spellcasting capability. They have a maximum of 12 cleric spell levels. No spell selected can be greater than 3rd level. None of these spells are changeable, and shamans do not use spellbooks, so the same set of spells are prepared each day. Each spell can be cast once per day.

Example: A shaman with five 1st level spells, two 2nd level spells, and one 3rd level spell has the maximum of 12 spell levels. The Castle Keeper selects these spells from the cleric spell list, and they are permanently fixed.

KRAKEN (Leviathan)

NO ENCOUNTERED: 1
SIZE: Large
HD: 17 (d8)
MOVE: 20 ft. (swim)
AC: 20
ATTACKS: 8 Tentacles (1d10), Bite (5d10)
SPECIAL: Constrict, Capsize, Spell-Like Abilities, Darkvision 60 ft., Ink Cloud, Jet, Twilight Vision
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 11
XP: 11700+17

A kraken is a gargantuan squid-like monster (the leviathan is octopoid), dwelling in deep pools, lakes or in the dark recesses of the ocean floors. They



have eight tentacles, each up to 100 feet in length and 5 feet wide at the base. They are lined with huge suction cups that can adhere to surfaces, allowing the beast to use its great strength to crush its victims. They have two large eyes that blend with their mottled green or red skin. At the base of their tentacles, in the center of the body, a great beak crushes prey fed to it by the tentacles. Krakens are very intelligent creatures that live for centuries. They are also very evil and aggressive, and prey upon the weak or superstitious for their own amusement. Krakens will not face certain death. When threatened, they will retreat, dragging any opponents they can to the depths with them.

Combat: Krakens feed on sea creatures that venture too near to their oceanic haunts, and they frequently rise to the surface to snatch things from the land or off a ship. Krakens lash out with their tentacles, but always keep 2 in reserve to anchor their position. A creature caught in the grasp of a kraken is in very serious trouble. It faces crushing, drowning, and finally being devoured by the formidable beak.

Constrict: If a kraken strikes with 2 or more tentacles, it wraps them around the victim, and begins to crush and strangle it. On the following round, the victim is allowed an attempt to break free with a strength save. Failure means that the character is constricted and cannot move, save to attack with a small weapon (already in hand) at a –4 penalty. Each round that the victim remains constricted, it automatically suffers 3d4 points of damage. A victim can attempt another save every round. However, a kraken can wrap additional tentacles around a constricted victim. A kraken can automatically strike a constricted creature with additional tentacles, inflicting tentacle damage as well as constricting damage. The victim's saving throws are penalized, in these cases, by –1 for each constricting tentacle beyond the first. A tentacle can be severed by directly attacking it. Tentacles have 16 hit points and an armor class of 16. If a kraken loses more than 3 of its tentacles, it releases its ink cloud. If a kraken has 4 or more tentacles constricting a creature, and suffers damage, it flees to the depths as quickly as possible.

Capsize: A kraken that rises under a boat or ship less than 20 feet long capsizes the vessel. It has a 75% chance to capsize a vessel from 20 to 60 feet long, and a 50% chance to capsize a ship that is over 60 feet long.

Spell-like Abilities: *Airy water* (allows creatures to breath underwater 120 feet across, or as a sphere with 6 times the normal dimensions; this effect has a duration of 24 hours), *control winds* (1/day), *weather summoning I* (1/day), and *summon lesser monster* (underwater animals only; the summoned fish are not under the kraken's control) (3/day).

Ink Cloud: A kraken in distress will excrete a blast of poisonous ink as a black, noxious cloud. The cloud of ink fills an area 20 feet by 20 feet by 25 feet. Any creature caught in the cloud must make a successful constitution save to avoid taking 1d4 points of damage. Each round of exposure to the cloud requires another save. This effect is considered a poison, and the cloud lasts for 1d10 rounds before dissipating.

L—

LAMIA

NO. ENCOUNTERED: 1-3
SIZE: Large
HD: 9 (d10)
MOVE: 60 ft.
AC: 18
ATTACKS: 2 Claw (1d4), Dagger (1d4+2)
SPECIAL: Spell-Like Abilities, Wisdom Drain, Entourage Darkvision 60 ft., Twilight Vision
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1400+9

Lamias are strange mixtures of beauty and beast. They have the torsos of stunningly beautiful human females, but similar to centaurs, they are quadrupeds. Instead of the lower body and legs of a horse, they possess the powerful body and limbs of a great cat. Lamias have the personality traits of felines, and are known to be playful and coy. However, they are quick to anger and very evil. They revel in causing terror, and delight in luring victims to their lairs for a slow, torturous death. Lamias often reside in the remnants of ancient civilizations, dwelling among ruins in barren wastelands. They scatter the remnants of their prey around their dwellings, as a grisly reminder of their conquests. Ravaged carcasses and partially devoured corpses are always present in a lamia's lair. When feeding, lamias prefer to slowly bleed their prey, devouring the husk afterwards.

Combat: Lamias do not roam, preferring instead to lure their prey to them. The beauty of a lamia is seductive. Her stunning looks and magical energy can cause those that meet her glance to forget themselves and succumb to her embrace. When they spy a suitable male candidate for their deadly seduction, lamias will stalk these potential victim. In the night, a lamia will send a *dream* to the targeted individual, summoning him to her lair with promises of wealth and reward. Once the victim arrives, the lamia uses her powers to charm, enslave, and eventually slay him. If he resists, the lamia will quickly strike with claws and a dagger.

Spell-like Abilities: Lamias cast the following as 10th level spellcasters: *charm person* (1/day), *dream* (1/day), *suggestion* (1/day), and *hallucinatory terrain* (1/day).

Wisdom Drain: Whenever a lamia successfully touches an opponent, that creature is permanently drained of 1 point of wisdom. A successful wisdom save negates this effect, but will not restore any wisdom previously drained by this ability. If an opponent is reduced to 3 or less wisdom, the victim falls into a catatonic state of submission, and will follow every command the lamia gives it. In this state, creatures that have abilities based on wisdom cannot use those abilities. A human cleric, for example, would lose the ability to cast spells or turn undead.

Entourage: A lamia is never encountered alone. A lamia will always have the company of at least one enslaved victim. A lamia's entourage can consist of any number of hit dice of male creatures of any humanoid race. The entourage is typically eclectic, rarely comprised of individuals from only one race. Castle Keeper's are advised to adjudicate the precise composition of the entourage based upon the needs of the encounter.

LAMMASU

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 7 (d10) +7 hp
MOVE: 30 ft., 60 ft. (fly,)
AC: 20
ATTACKS: 2 Claw (1d6)
SPECIAL: Spells, Spell-Like Abilities, Darkvision 60 ft., SR 5, Twilight Vision, Magic Circle against Evil, Telepathy 90 ft.
SAVES: P,M
INT: Superior
ALIGNMENT: Lawful Good
TYPE: Magical Beast
TREASURE: 7
XP: 720+7

A lammasu is a large winged lion, complete with thick, dark mane, but with a human-like face upon which they sport great beards, always combed or braided. They resemble sphinxes with huge, feathered wings. They are calm creatures and inhabit lonely, desolate places, taking up residence in old temples or castles. They prefer warm climates, whether the hot desert sands or humid jungles. They usually serve their own purposes, taking up an individual cause or pursuit in the name of the greater good. They have been known to enlist in the service of some greater deity. They are wise, thoughtful, and observant. They take great pains to help those who are in need, especially those creatures that share their predilections toward law and goodness.

These immortal creatures are fonts of knowledge, and believed to be graced with the gift of prophecy. Their inquisitive natures have led to many long conversations with all manner of creatures, good and evil, wild and civilized, great and small. Long lives of study have given them insight into and understand of the greater world beyond. They are sought after by gods as well as by clerics, druids, shamans and other holy men. The lammasu however, is contemplative and only gives an answer when it believes it has the correct answer. Supplicants have spoken of sitting at the feet of a lammasu for years waiting for the response to a question. They are willing to share archaic information freely with most anyone who is polite and calm. However, they usually speak in riddles, occasionally making interpretation a challenge. The lammasu is a creature of law and good, and always looks beyond the moment to the wider world beyond, so they do not shy from giving information even to creatures of evil intent. These, however, are usually led astray from their own paths onto one that the lammasu believes will yield good in the end.

Lammasu like the company of others, and often travel in small packs of up to 4. There is a 10% chance that some other creature will be in the company of the lammasu, usually a supplicant seeking knowledge.

Combat: They do not generally engage others, unless forced into combat. Life is precious to the creature, however, and it will not sell its own life for a pointless battle on the edge of the world. A lammasu will defend itself against any creature that attacks it by first turning invisible and then utilizing its cleric spells. They fight defensively for the most part, but they always reserve some spell slots for powerful offensive spells. Killing a lammasu is seen as a sacrilegious act by any local, primitive tribes, and the perpetrators of the act, if caught, will be banished if not slain.

Spell-like Abilities: Lammasu can cast *invisibility* (1/ day) and *dimension door* (3/day) as a 10th level spell caster. 10% of encountered Lammasu are able to employ the spell *holy word* (1/ day).

Magic Circle Against Evil: Lammasu are surrounded by an aura that is identical to a double-strength *protection from evil* spell.

Special: Every lammasu has all of the traits, including spellcasting and turning undead, of a 7th level cleric.

LICH

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 18 (d8)
MOVE: 30 ft.
AC: 20
ATTACKS: Touch (1d10)
SPECIAL: Fear Aura, Spells, Undead, Paralyzing Touch, Rejuvenation
SAVES: M
INT: Genius
ALIGNMENT: Neutral Evil
TYPE: Undead (Unique)
TREASURE: 11
XP: 10400+18

A lich is a powerful undead creature, borne from a hideous ritual performed by a wizard that lusts for everlasting life. Becoming a lich is an option for only the most powerful and reckless of magi, as it involves separating the spirit from the body and binding it in a specially prepared phylactery. This very powerful enchanted item can take any form, but it is usually an amulet of the finest quality. After the ritual is complete, the wizard assumes its undead form, and the phylactery thereafter houses the lich's soul. Few know these arcane rituals, and of those few, even fewer dare test the sorcery. If it fails, the wizard's soul is lost and forever irretrievable.

In appearance, a lich has a skeletal form with eyeless sockets. These sockets often have points of sinister light deep within them. Liches possess a preternatural aura of cold and fear. This emanation discourages approach by all but the bravest or most foolhardy individuals. A lich does not concern itself with the safety of its physical form, for it can discard it if it dies. A lich is always safe as long as its phylactery remains intact. Liches are phenomenally intelligent, and can have millennia of experience, unique spell effects and magic items. Most liches possess a veritable army of subservient undead. As a lich ages, however, the consciousness of its mortal form slowly decays, becoming increasingly focused on the pursuit of the purest forms of evil. Many liches seek to dominate others with their immortality and power, and they have the unearthly patience to execute very elaborate schemes to gain this power. Liches often plan and implement these machinations over decades or centuries, for the passage of time has become irrelevant to them.

If a lich's phylactery is destroyed, by any means, the lich is also destroyed. Liches will enact numerous, multi-layered defenses to ensure the safety of their phylacteries.

Combat: Liches are terrible foes, able to hurl powerful spells and ignore the effect of most weapons with ease. Destroying a lich's body will not kill it. In fact, it is likely that a lich will be willing to let its body die so it can escape an especially powerful foe. Its essence will retreat to its phylactery so that it can return unscathed at a later time.

Fear Aura: Any creature with five or fewer hit dice or levels is subject to the horrific aura of terror that surrounds the lich. This is an incredibly powerful and compelling horror that causes all such creatures in the presence of the lich to cower in absolute dread. They cannot fight, cast spells, approach within 10 feet of the lich, or even look upon the lich. There is no save to avoid this effect, and it lasts as long as the lich is present. Magical protections against fear may help negate this effect, at the Castle Keeper's discretion.

Paralyzing Touch: When a lich touches a creature's living flesh, a sudden shock of numbing cold radiates through the victim. The victim must make a successful strength save or be immobilized. The victim suffers 1d6 hit points of cold damage regardless of the saving throw's outcome. This paralysis is permanent unless magically countered or dispelled.

Rejuvenation: A lich is not destroyed when its physical body dies. Instead, its spirit returns to its phylactery. Unless the lich's phylactery is found and destroyed, the lich will reappear at full health in one day, and will possess a full complement of spells. Any physical items possessed by the lich's physical

form are not transported to the phylactery upon its physical destruction, and the returning lich will not possess these items unless it has duplicates.

Special: At minimum, liches have the abilities of at least 18th level wizard; very few, perhaps 5%, also possess the abilities of a 12th level cleric.

LION

NO. ENCOUNTERED: 1-12
SIZE: Large
HD: 5 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: 2 Claw (1d4), Bite (1d10)
SPECIAL: Rake, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 3
XP: 60+4

Lions are large cats that inhabit scrub lands and savannah. They travel in prides of up to 12 members, consisting of one male, 6-7 females, and 3-4 cubs. Lionesses always do the hunting for the pride, and work together in groups. The male lion defends the pride from interlopers and other predators.

Combat: Lionesses fight as a group, while males fight singularly, but they use the same tactics. When possible, they will leap upon an opponent, attempting to clamp their powerful jaws around the throat or head. The powerful bite will maul and suffocate the victim, while their forelegs and hind legs rake the victim.

Rake: If a lion successfully bites, it can make two rake attacks with its hind legs. These attacks have an additional +3 bonus to hit, and inflict 1d4+2 hit points of damage each.

Mountain lions, or cougars, are slightly smaller than the savannah lion. They hunt singularly or in small groups. They have 4 (d8) hit dice, an armor class of 14, and attack with 2 claws (1d4+1), and a bite (1d8). They have the rake ability as well. In addition, a mountain lion can suddenly leap upon a foe during the first round of combat. This pounce is a normal claw or bite attack. If the attack is successful, the mountain lion can immediately make an extra attack of the same type.

LIZARD, Giant

NO. ENCOUNTERED: 1, 2-12
SIZE: Large
HD: 4 (d8)
MOVE: 30 ft., 30 ft. (climb)
AC: 16
ATTACKS: Bite (2d6)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 3
XP: 40+4

Giant lizards are found in tropical or desert climes. They are very large, averaging 24 ft in length, and are capable of moving very quickly on their powerful legs. They are often mistaken for dragons, and can be dangerous foes in their own right. Though they are solitary hunters, some varieties of giant lizards will travel in packs, hunting and eating together.

Giant lizards can be captured, tamed, and trained. They are occasionally used as mounts by lizardfolk and kobolds.

Combat: Giant lizards will lie still for many long hours waiting for prey to come within striking distance. When prey approaches, a giant lizard will launch from its hiding place and attack the smallest member of a group. If successful in slaying their quarry, a giant lizard will not remain in the area to fight. It will flee, carrying its meal with it.

LIZARDFOLK

NO. ENCOUNTERED: 2-8, 20-200
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft., 20 ft. (swim)
AC: 15
ATTACKS: 2 Claw (1d2), Bite (1d8) or by Weapon
SPECIAL: Hold Breath, Amphibious
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 1
XP: 10+2

Lizardfolk are reptilian humanoids of roughly the same stature as humans. It is impossible to distinguish gender among these reptilian humanoids, and there is no difference between males and females for combat purposes. They live in warm climates, preferring marshlands and riverbanks in isolated country. They form rudimentary settlements, living in daub-and-wattle huts, or in dens fashioned from fallen logs and other debris. Usually, parts of their homes are submerged to provide ready access to water, where they are particularly effective.

Lizardfolk can be encountered in groups from 10 to 40 in size. Lizardfolk are omnivorous, but they have a taste for human flesh, and often ambush travelers. In large communities there is always a lizard chief who has 6 hit dice and an armor class of 17. Lizardfolk occasionally make peaceful trade agreements with members of more common races, but these agreements last only as long as the lizardfolk find them useful.

Combat: Lizardfolk prefer simple weapons; especially blow guns, stone axes, javelins, spears, and the like. They will engage enemies with tooth and claw if caught weaponless. They are not risk-takers in combat, and will retreat if severely overpowered.

Hold Breath: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizardfolk are allowed a physical save. If the save is successful, that individual lizardfolk does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

LOCATHAH

NO. ENCOUNTERED: 10-100
SIZE: Medium
HD: 2 (d8)
MOVE: 10 ft., 60 ft. (swim)
AC: 14
ATTACKS: Weapon
SPECIAL: Mounts
SAVES: P
INT: High
ALIGNMENT: Neutral
TYPE: Humanoid
TREASURE: 1
XP: 10+2

Locathah are humanoid creatures that are fish-like in appearance. They possess fins, scales, large eyes, and gills, and are adapted for aquatic life. They have exceptional hearing and vision when underwater, and suffer no penalties

while engaged in submerged combat. They prefer to build large settlements within and around coral reefs. Locathah always travel in groups of 20 to 200.

Combat: Locathah attack in school. They are incredibly astute tacticians, and will use the underwater terrain and their own aquatic skills to best advantage. They have been known to toy with opponents that are land-dwellers, engaging them only enough to keep them interested while their water-breathing magic expires.

Mounted: Locathah may ride giant eels as mounts when outside their lairs.

LYCANTHROPE

Lycanthropy is a supernatural disease that afflicts only humankind. It is the cause and creator of were-beasts, transforming its unwilling victims between human and animal forms. There are many classifications of lycanthropes, but the most commonly encountered are werebears, wereboars, wererats, and werewolves. Though these creatures can be of any alignment while in human form, they are very aggressive in animal form, assuming a different consciousness of sorts. It is not unusual for a lycanthrope to be unable to distinguish between friend and enemy when in animal form.

Lycanthropes are very susceptible to silver weapons, taking double damage whenever they are hit by any weapon made of silver. Weapons that are specially coated with a layer of silver affect lycanthropes as well - this vulnerability is not to solid silver alone. Lycanthropes take damage from normal weapons but they are able to regenerate this damage (see entries).

Curse of Lycanthropy: The wounds inflicted by a lycanthrope are infected with a magical pathogen that will eventually cause the victim to be transformed into a lycanthrope. The form assumed will be the same as the lycanthrope that inflicted the wound. At the end of any combat encounter with a lycanthrope, human combatants that were damaged by the beast must make constitution saves at a penalty equal to ½ the amount of damage that the beast inflicted. This penalty is assigned on an individual basis - a character that suffers more damage from a lycanthrope has a larger penalty. If this save is failed, the victim will become a lycanthrope in 28 days. Over that period, the victim will notice changes in mentality, strange traces of fur in his bedroll, an appetite for raw meat, or other symptoms. If a *cure disease* spell is applied before the 28th day, the lycanthropy is prevented. After the 28th day, nothing can reverse the disease short of a *wish*. Only humans can be affected by the disease.

Human Form: A lycanthrope in its human form should be created as an NPC. They are able to be any class, level or alignment. Each classification of lycanthrope retains individual powers in human form, as listed below.

Hybrid form: The lycanthrope can assume a hybrid form that is a mix of its humanoid and animal forms. Hybrids have hands and can use weapons, but can also attack with its teeth and claws. Lycanthropes in hybrid form retain their human intelligence and can use all the abilities the human form and animal form possess. Lycanthropes in hybrid form can spread the disease with their bite.

Werebear

NO. ENCOUNTERED: 1
SIZE: Large
HD: 7 (d8)
MOVE: 30 ft. (both forms)
AC: 17
ATTACKS: 2 Claw (1d3), Bite (2d4)
SPECIAL: Curse of Lycanthropy, Alternate Form, Bear Empathy, Twilight Vision, Regeneration 3, Cure Disease, Immunity to Disease, Hug

SAVES: P
INT: Average
ALIGNMENT: Any
TYPE: Shape Changer
TREASURE: 7
XP: 675+7

Werebears are the most physically powerful of the common lycanthropes. Werebears are often rangers or druids in their human forms: hapless souls now possessed of a power they didn't expect or desire. Werebears roam their wilderness homes, protecting this territory from all interlopers. In human form, they appear as a very hairy human, typically male. The animal form is that of a grizzly or cave bear.

Combat: Like their ursine brethren, werebears can fight from a bipedal stance. A werebear is able to hug its opponents in a vice-like grip. If both of the werebear's claw attacks are successful in a single round, its foe must make a strength save or be caught in the werebear's crushing hug. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The werebear can bite a hugged victim automatically each round.

Alternate Form: A werebear can change forms once per day. In human form, werebears retain all abilities except for hug. The *cure disease* ability is only useable when a werebear is in human form. Werebears are immune to polymorph attacks or effects unless they wish to be affected.

Bear Empathy: Bears tend to congregate around werebears, treating them as kin. A werebear can telepathically communicate with any bear within 1 mile. In addition, a werebear can summon 1d6 bears to its location, provided that they are within one mile of the werebear. The summoned bears will begin to arrive 2d6 turns later.

Cure Disease: Werebears, in their isolation, learn to be skilled herbalists. In human form, they are able to concoct a remedy for any natural disease (including those inflicted by *cause disease*). A treated individual will recover in 1d4 weeks.

Wereboar

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 5 (d8)
MOVE: 40 ft. (animal form)
30 ft. (human form)
AC: 18
ATTACKS: Gore (2d6)
SPECIAL: Curse of Lycanthropy, Ferocity, Alternate Form, Regeneration 2, Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Shaperchanger
TREASURE: 5
XP: 22+5

Wereboars are territorial and aggressive creatures. They are larger and stronger than ordinary boars, are far more cunning, and have an even more belligerent attitude. Wereboars prefer their animal forms and remain in that state most of the time.

Combat: A wereboar will usually charge into combat with horrific aggression. They possess blinding speed and incredible power, and will gore their opponents with their tusks, attempting to knock them over. A wereboar will usually concentrate on one threat before dispatching others, but it will make an effort to attack at favorable angles to reduce threats from other sources.

Alternate Form: A wereboar can assume human form once per day. It retains the following abilities in human form: alternate form and twilight vision. Wereboars are immune to polymorph attacks or effects unless they wish to be affected.

Ferocity: If a wereboar kills an opponent with a single gore attack, it can immediately attack another enemy within 5 feet. Only the first attack against a given opponent counts for the purposes of this ability.

Wererat

NO. ENCOUNTERED: 4-24
SIZE: Small
HD: 3 (d8)
MOVE: 30 ft.; 40 ft., 20 ft. (climb) (as rat)
AC: 17
ATTACKS: Longsword (1d8) or Bite (1d4)
SPECIAL: Curse of Lycanthropy, Disease, Alternate Form, Regeneration 1 Rat Empathy, Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Shapechanger
TREASURE: 3
XP: 85+3

The animal form of a wererat is somewhat humanoid. They are able to crawl and climb like an ordinary rat, but they can stand up as well, and walk on two legs. They have opposable thumbs on their front paws and can use them as hands. They are social creatures, and form packs of 4 to 24 individuals. Wererats live in cities, often in slums, sewers, or other places of urban decay. The lycanthropy of wererats is tainted by evil, and those afflicted with the disease are thoroughly lawful and evil while in animal form. They delight in tormenting humans, and often hatch grand schemes to pursue this end.

Combat: Wererats coordinate their attacks within the pack. They will surround an opponent and press the attack from all sides. They will often striking once, retreating to allow another to strike. They attack in waves, and only stop if they are outmatched.

Disease: A victim exposed to the bite of a wererat must make a constitution save to avoid contracting a debilitating disease. This disease, if contracted, is independent from potential lycanthropy, and can affect demi-humans as well. The disease reduces the victim's movement by ½ and causes a penalty of -2 on attack rolls, armor class, and all saving throws. The disease incubates for 1 week prior to the manifestation of symptoms, and has a duration of 1 month.

Alternate Form: A wererat can assume human form once per day. It retains the following abilities in human form: alternate form and twilight vision. Wererats are immune to polymorph attacks or effects unless they wish to be affected.

Rat Empathy: Rats treat wererats as superior brethren, and congregate around them. A wererat can telepathically communicate with any rat within 1 mile. In addition, a wererat can summon 2d6 rats to its location if the rats are within 1 mile. The rats will begin to arrive 1d6 turns later.

Weretiger

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 6 (d8)
MOVE: 40 ft. (animal form) 30 ft. (human form)
AC: 16
ATTACKS: 2 Claw (1d4), Bite (1d6)
SPECIAL: Rake, Regeneration 3 Curse of Lycanthropy, Alternate Form, Tiger Empathy, Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Shapechanger
TREASURE: 6
XP: 270+6

Weretigers live in tropical climates, preferring jungle habitats. They are usually female, for reasons unknown. Weretigers tend to be solitary and territorial, but their human lineage sometimes inspires them to gather in small packs of up to 6 in number.

Combat: These beasts resemble normal tigers, and attack in similar fashion, pouncing, clawing, and attacking the weakest enemy first.

Alternate Form: A weretiger can assume human form once per day. It retains the following abilities in human form: alternate form, tiger empathy, and twilight vision. Weretiger are immune to polymorph attacks or effects unless they wish to be affected.

Tiger Empathy: Tigers empathize and enjoy the company of weretigers. Weretigers can telepathically communicate with any tiger within 1 mile. In addition, the weretiger can summon 1d3 tigers to its location if the tigers are within 1 mile. The tigers will begin to arrive 2d6 turns later.

Werewolf

NO. ENCOUNTERED: 3-18
SIZE: Medium
HD: 4 (d8)
MOVE: 30 ft., 50 ft. (as wolf)
AC: 16
ATTACKS: Bite (2d4)
SPECIAL: Curse of Lycanthropy, Wolf Empathy, Trip, Alternate Form, Twilight Vision, Protect Regeneration 2
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Shapechanger
TREASURE: 4
XP: 120+4

Like wererats, the lycanthropy of werewolves is thoroughly tainted by evil, and in animal form, they are among the most wicked of creatures. Their animal form are massive, far larger than a typical wolf. They dwell in dark forests and prowl only at night. Werewolves are very protective of their domains, and of each other, rallying to any howl of distress. These creatures always hunt in packs of 3 to 18.

Combat: Werewolves are cunning hunters. They will utilize pack tactics and harassing techniques before closing in for a kill. They are cunning, and very dangerous, but will flee in the face of capable opposition.

Trip: A werewolf can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a dexterity save to resist being pulled to the ground. Opponents pulled down in this manner automatically act last in the next round.

Alternate Form: A werewolf can assume the form of a human once per day. It retains the following abilities in human form: alternate form and twilight vision. Werewolves are immune to polymorph attacks or effects unless they wish to be affected.

Protect: A werewolf that sees another werewolf taking damage becomes incensed and protective. This instinct provides the werewolf with a +2 bonus on all attack and damage rolls. This bonus only applies if at least 2 werewolves are in combat, and one sees another suffer damage.

Wolf Empathy: Wolves empathize and enjoy the company of werewolves. Werewolves can telepathically communicate with any wolf within 1 mile. In addition, the werewolf can summon 1d6 wolf to its location if the wolf are within 1 mile. The wolves will begin to arrive 2d6 turns later.

LYNX, Giant

NO. ENCOUNTERED: 1-3
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 2 Claw (1d4), Bite (1d6)
SPECIAL: Rake, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 15+2

Giant lynx are rare animals, and only encountered in colder climates. Their habitat consists of thickly forested hills or mountains. They are solitary hunters, and are extremely territorial. Any and all creatures that invade their marked territory are harassed or attacked. They are able to screech and howl very loudly when they are nervous or attempting to drive off trespassers. This sound is quite alien at times, and is disturbing to hear.

A lynx can move completely silently and is almost impossible to hear. They have extraordinary vision and olfactory senses. They are capable of impressive leaps of up to 25 ft in length when pouncing on prey.

Combat: Unless forced, a giant lynx will never openly attack. It will prowl an area, remaining hidden and screeching if intruders are present. If this is ineffective, the lynx will steal into the area and attempt to harass and frighten intruders directly. They have been known to infiltrate camps and steal equipment or even kill sleeping adventurers.

Rake: Giant lynx can pounce upon an opponent during the first round of combat. If this attack is successful, the lynx can make an extra attack on the same opponent.

M—

MANTICORE

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 6 (d10)
MOVE: 30 ft., 50 ft. (fly)
AC: 17
ATTACKS: 2 Claw (1d3), Bite (1d8), 6 Tail Spike (1d6)
SPECIAL: Tail Spikes, Twilight Vision, Darkvision 60 ft.
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 5
XP: 360+6

Manticores are dreaded creatures that have the body of a huge lion, leathery bat-like wings, and a humanoid face that resembles a human or bearded dwarf. Their mouths are wide and filled with jagged tusk-like fangs. So great is the maw that it seems to split the very skull when a manticore attacks or rends the flesh of its victim. Their tail ends in a bristling clump of spikes, which the beast uses to deadly effect in combat. Manticores prefer swamps, scrub lands, and other habitats where there is plenty of water and rain is common. They are aggressive predators and scavengers, and will eat practically anything, alive or dead.

Combat: Manticores soar at great heights while hunting for prey. Once prey has been spotted, a manticore will descend and launch a volley of deadly spikes from its tail. Once they prey is wounded or incapacitated, the manticore will fall upon it to finish it off with its claws.

Tail Spikes: Manticores can release a barrage of 1d6 spikes from their tails. The effective range of this barrage is 50 feet. Each spike inflicts 1d6 points of damage. These spikes must be directed at a single creature, or at all creatures within a 10-foot area. Manticores cannot control how many spikes they hurl in each barrage. They can hurl up to 24 in a single day.

MEDUSA

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 6 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: Dagger (1d4), Shortbow (1d6), Snakes (special)
SPECIAL: Petrifying Gaze, Poison, Darkvision 60 ft.
SAVES: M, P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Monstrous Humanoid
TREASURE: 3
XP: 450+6

Medusae were once very beautiful and egotistical human women that were cursed to exist as foul imitations of their former selves. In appearance, medusae resemble their previous selves, their faces carrying an air of nobility and haughtiness. However, they are almost a caricature of their former beauty. Their features are exaggerated, and their once beautiful hair has been replaced with a nest of toxic vipers. Medusae make their homes in remote places, inhabiting abandoned castles, island fortresses, dungeons, and similar locales. Medusae are consumed with nagging hate, envy, and lust. They reserve their most poignant hate for humans, especially attractive human females, as reminders of what the medusae have lost. Their visage is disturbing to those who behold it, as it highlights the corruption of pride, but those that behold it find themselves in even worse circumstances. The gaze of a medusa bestows a magical curse on all who behold it. This effect turns the viewer to stone. Medusae lament this curse, but also welcome it: they do not hesitate to use this ability to cause pain and anguish to humankind. They cannot bear to look at themselves, either: their visage horrifies them and can bestow the same curse of stone. Mirrors, especially, are avoided at all costs or destroyed angrily.

Combat: Medusae try to avoid close combat. Medusae are capable of wielding weapons. They particularly favor the shortbow and blowgun. Foes that remain at a distance or avoid a medusa's gaze will often find themselves at the mercy of her bow.

Petrifying Gaze: Any living being that looks into a medusa's eyes must succeed at a strength save or be literally petrified. This ability is always active. Medusae are not immune to their own gazes. If forced to view their reflection, they can be turned to stone. Note that two medusae that meet each others' gazes would both face petrification.

Poison: The snakes that crown a medusa's head are incredibly lethal. They are able to strike targets up to 3 feet away from the medusa. If a snake successfully hits a target, it injects an incredibly powerful toxin that causes rapid cardiac arrest. A successful constitution save allows the victim to avoid the effects of the poison. A failed save means that the victim will die in 1d4 turns, unless treated.

MERMAN/ MERMAID

NO. ENCOUNTERED: 2-12, 20-200
SIZE: Medium
HD: 1 (d8)
MOVE: 5 ft., 50 ft. (
AC: 13
ATTACKS: Weapon
SPECIAL: Twilight V
Darkvision, Ampl
Summoning, Mou
SAVES: P
INT: Average
ALIGNMENT: Neu
TYPE: Humanoid
TREASURE: 1
XP: 10+1

Mermen and mermaids are humanoids who dwell in the oceans. They have the upper torsos of humans, but their lower portion terminates in a piscine tail, complete with fins. They prefer to live in salt water, building large shelters deep beneath the sea. There, they live cooperatively in communities of up to 200 members. They are shy and reclusive creatures, and will interact with land-dwelling folk only rarely.

They are intelligent creatures and fashion their own weapons and armor from coral and rock. They do not judge wealth by common standards; gold, silver, and other precious metals have little appeal for them. Pearls are common in mermen societies, so have little value. What is cherished most is glass, for their underwater world does not allow them to fashion it.

If more than 40 mermen are encountered, 10% of them will be female, and 20% will be young. For every 10 mermen encountered, there will be 1 sub-chief present who has 3 (d8) hit dice and an armor class of 14. For every two or more sub-chiefs, there will be a chieftain present who has 5 (d8) hit dice and an armor class 16.

Combat: Mermen attack in self-defense only. They zealously protect the knowledge of their existence, for they have a great fear of the land-dwelling races. When forced into battle, they wield long pole arms, spears, and tridents. They wear armor and wield weapons fashioned from coral rock. Their weapons and armor are outlandishly beautiful but extremely effective.

Summoning: Mermen of 3 hit dice or more are able to summon other sea creatures to their aid. They can summon any number of smaller fish, sharks, squid, octopus, or other aquatic creatures. These creatures are not effectively dangerous, but they obscure the waters, confuse enemies, and allow the mermen to escape if necessary.

Mount: Mermen are able to tame and ride sea creatures. Giant manta rays, giant eels, and sharks are all examples of possible mounts. These creatures are loyal to and fight with the merman rider.

MIMIC

NO. ENCOUNTERED: 1
SIZE: Large
HD: 7 (d8)
MOVE: 10 ft.
AC: 15
ATTACKS: Slam (3d4)
SPECIAL: Adhesive, Crush, Darkvision 60 ft., Immunity to Acid (full), Mimic Shape
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 6
XP: 585+7

Mimics are subterranean creatures, dwelling in deep caverns and dungeons. They are malleable creatures with the amazing ability to assume the shape of almost any object. This allows a mimic to blend seamlessly into practically any background. For instance, a mimic can assume the form of a door, a wall, a trunk, a table, or any other inanimate object. The shape assumed is extremely convincing, and detecting a mimic in hiding would require uncanny observation skills. Mimics assume a suitable form, and then wait quietly, dormant, until something edible approaches. They have rudimentary language skills and can communicate in the common tongue.

If a mimic is identified as such, it will bargain with the discoverers, perhaps giving information about nearby treasures in exchange for food. However, if undetected, a mimic will never initiate contact.

Combat: When something edible approaches, a mimic lashes out with a pseudopod, bashing opponents within reach. The surface of a mimic is sticky, and after it adheres to a target, the mimic will try to pull the victim into its newly-formed mouth.

Adhesive: A mimic exudes a thick slime that acts as a powerful adhesive. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents that are stuck to the mimic cannot get free while the creature remains alive without removing the adhesive first. A strength save is allowed if a creature attempts to pull free by brute force. However, a successful save inflicts 1d8 points of damage on the escaping creature as parts of its flesh gets left behind, still attached to the mimic. Likewise, a weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds at a Strength save. Strong alcohol dissolves the adhesive in localized areas, but does not harm the mimic. A mimic can dissolve its adhesive at will, and the substance will also break down five rounds after the creature dies.

Crush: Any victim suffering from the mimic's adhesive ability can be pulled to its mouth, automatically suffering 1d8+2 points of damage each round.

Mimic Shape: A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, regardless of its presented appearance. Anyone examining a mimic can detect the ruse with a successful intelligence save; however, this examination must occur close to the mimic, allowing the mimic to attack with surprise if discovered.

MINOTAUR

NO. ENCOUNTERED: 1-8
SIZE: Large
HD: 7 (d8)
MOVE: 30 ft.
AC: 14
ATTACKS: Head Butt (2d4), Bite (1d4) or Weapon (+4 damage)
SPECIAL: Powerful Charge, Darkvision 60 ft., Natural Cunning
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 5
XP: 360+7

Minotaurs are massively-built humanoids that possess the head of a large bull. They are cruel and evil, and are notorious eaters of human flesh. They are typically found in the most complex and confusing dungeons and passages, and deep in labyrinthine locales. Minotaurs seldom wander alone, forming very small, effective squads of up to eight. They are dim-witted but instinctively cunning creatures. Some are able to speak a smattering of the common tongue.

Combat: Minotaurs relish combat, gladly attacking anything they meet. They rarely consider a foe as being too powerful, or too numerous, for them to defeat. They prefer to wield large, two-handed weapons like axes or mauls. When using a weapon, they always receive a +2 to attack and damage rolls.

Powerful Charge: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns to bear. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack (total of +9 to hit) that inflicts 4d6+6 points of damage on the unfortunate recipient.

Natural Cunning: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Furthermore, they are never surprised.

MUMMY

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 7 (d12)
MOVE: 20 ft.
AC: 20
ATTACKS: Slam (1d12)
SPECIAL: Despair, Mummy Rot, Darkvision 60 ft., Fire Vulnerability, Subject to Raising
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Extraordinary Undead
TREASURE: 7
XP: 720+7

A mummy is an undead creature wrapped in divine bandages and urged to existence through prayer and ceremony. Mummies are bound to their tombs and are encountered in their vicinity. Any creature that defiles or loots the tomb of a mummy is doomed to face the mummy's wrath. Their connection with the artifacts of life and the resting places of the dead are tremendous, and they punish grave looters with unmediated violence.

The process required to create a mummy gives the creature powerful protections against physical damage. However, the most terrifying aspect of a mummy is not its ability to withstand damage or doggedly pursue its quarry, but its lingering effects upon those that managed to escape. The touch of a mummy instills a disease that causes a victim's body to slowly wilting and rotting away into a useless mass of pulpy flesh. These creatures are often created in pairs, but the most unholy sanctums can be guarded by up to eight.

Combat: Mummies enter combat without fear. They do not take prisoners, and do not bargain or communicate. They batter their foes until victorious, or the mummies themselves are destroyed. *Sleep* and *charm* spells, as well as poison and paralysis, have no affect on mummies. They can only be hit and damaged by magical weapons.

Despair: The mere sight of a mummy causes an opponent to become unnerved, shaken and repulsed. This affect is identical to the spell *fear*. In addition, an additional wisdom save is required by all opponents. If the save fails, that victim is paralyzed by the mummy's presence, and remains so for 1d4 rounds. Humans gain a +2 bonus to resist this effect. There is safety and security in numbers, however. All individuals in a group will gain a +1 bonus if group members outnumber mummies present by at least 6 to 1. This bonus is cumulative to the bonus given to humans. For example, if two mummies are present, 12 group members are required to gain a +1 bonus, giving humans a total of +3.

Mummy Rot: A victim stricken by this horrible affliction contracts a dreadful disease that resists natural methods of healing. Only the spell *cure disease* can remove Mummy Rot. Each time a victim is struck by a mummy, a successful constitution save is required to resist the mummy's scabrous touch. Failure indicates that the creature has been afflicted with the Rot, and no further saves are allowed. While afflicted with Mummy Rot, magical spells and effects that restore hit points do not function on the victim. Methods of natural healing, including *regeneration*, are 10 times slower. In addition, a victim of Mummy Rot loses two points of charisma each month, permanently, culminating in the victim's death 1d6 months after exposure and contraction.

Subject to Raising: A mummy targeted by a *raise dead* spell must succeed at a physical save or be restored from undeath. Most will be transformed into a human fighter of 7th level, but a mummy will typically assume the race and class it had in life. However, the corruption of undeath lingers, and these individuals will retain the lawful evil alignment.

N—

NAGA

Nagas are serpentine magical creatures of awesome intelligence and power. They have the sinuous coils of a snake, but the head and face of a beautiful or horrid woman. There are many different classifications of naga, and they can be found in a variety of locales. A few examples of nagas are described below, but this list is by no means exhaustive.

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Constrict: On a successful attack by a tail whip or bite, a naga can attempt to entwine and constrict an opponent. On the round following the successful attack, the naga makes a grappling attack against that opponent. If successful, the defender is entwined and is actively constricted by the naga. This constriction prevents all movement, restrains the victim's limbs, and crushes the victim for 1d10+2 points of damage per round. This constriction is so powerful that any victim with less than 15 strength has no chance of breaking free. Individuals with 15 strength or greater can attempt a strength check each round to escape the naga's coils. All nagas have this ability.

Dark Naga

NO. ENCOUNTERED: 1
SIZE: Large
HD: 9 (d8)
MOVE: 40ft.
AC: 14
ATTACKS: Bite (1d4), Sting (2d4)
SPECIAL: Poison, Spells, Guard Thoughts, Darkvision 60 ft., Constriction, Detect Thoughts, Immunity to Poison, Resistance to Charm
SAVES: M, P
INT: Superior
ALIGNMENT: Lawful Evil
TYPE: Aberration
TREASURE: 8
XP: 1200+9

A dark naga is a darkly seductive creature. The serpentine body is thin and elongated, and is sheathed in luminescent scales of black and dark blue. The tail is tipped with a wickedly barbed stinger. Dark nagas often have stunningly beautiful female faces with long, flowing black hair. They prefer warm, subterranean areas, and prefer solitude. They are studious and inquisitive by nature, and have very powerful and capable minds that are not easily outmatched. Dark nagas are thoroughly evil, but prefer to pursue individual power and knowledge rather than dominion over others. They have a sense of principle, and will honor any bargains or agreements they make. However, such agreements are usually to a dark naga's advantage, and they will follow them to the letter.

Combat: Dark nagas rely upon their sorcery and their ability to detect surface thoughts to overcome or outwit their victims. If pressed, they are able fighters. They will attempt to entwine and constrict powerful warriors or spellcasters to immobilize and sting them while using spells on other enemies.

Spells: Dark nagas are able to wield spells as 7th level wizards.

Detect Thoughts: A dark naga is able to detect the surface thoughts of any creature it can see. This ability allows the naga to know the basic intelligence of the creature, as well. This effect operates identically to the spell *detect thoughts*.

Guarded Thoughts: Dark nagas cannot be affected by telepathy or any similar form of inter-mind communication. They are also immune to all illusions.

Resistance to Charm: The powerful mind of a dark naga renders her more difficult to dominate magically. Dark nagas have a +2 bonus against any spell or effect that subverts the mind, such as *charm monster* or *suggestion*.

Poison: A victim stung by a dark naga is injected with potent hallucinogenic narcotic venom. Unless a successful constitution save is made, the victim will fall immediately into a deep, but haunting and restless sleep. This sleep lasts 2d4 turns. Upon waking, victims that are spellcasters find themselves unable to cast or prepare spells for 1d2 days. There is no secondary effect to non-spellcasters.

Ghost Naga

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 4(d8)
MOVE: 60 ft.
AC: 16
ATTACKS: Bite (1-2), tail (1-2)
SPECIAL: Constrict (3-12), Ghost Move, Shriek
SAVES: M
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Extraplanar
TREASURE: 8
XP: 160+4

A ghost naga is a grotesque and horrifying creature that originates from infernal planes of existence. They have large yellowish or multi-colored bodies that are relatively short and thick compared to other nagas. The human visage is breathtakingly hideous - an almost indescribable parody of a human woman.

Ghost nagas are often summoned from the nether planes to guard treasuries, important passageways or rooms, prisoners, hostages, or other things that need a loyal and unwavering eye. Having little will of their own, these creatures usually perform their job well. They are immortal and can remain in one area for eons before being slain or released from servitude.

Combat: In battle, ghost nagas prefer to drag out fights and play with their opponents. Their preferred tactic is to attack from one direction and immediately fade away using their ghost move. They will reform elsewhere and attack from a different direction later. If their opponents are trapped and unable to escape (such as in a maze), these attack routines can last for days or even weeks.

Ghost Move: A ghost naga can use this ability three times per day. When these nagas ghost move, they become nearly invisible and become incorporeal. While in this state, a ghost naga can pass through solid objects, including walls, doors, furniture, or even creatures, without effect. This ability lasts for 8 rounds. While in this state, a ghost naga can only be struck by magical weapons of +1 or better, or by magical spells or effects. The naga can not make any attacks while in this state except to shriek (see below). A ghost naga in this state has an armor class bonus of +4 due to its near-invisibility.

Shriek: The shriek of a ghost naga is hideous and disturbing on a visceral level. All creatures that hear this shriek are subjected to the effects of the spell *fear* unless they make a successful charisma or mental save. This ability can be used 3 times per day.

Guardian Naga

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 12 (d8)
MOVE: 40 ft.
AC: 18
ATTACKS: Bite (1d6), Spit (Poison)
SPECIAL: Poison, Spit, Spells, Constrict, Darkvision 60 ft.
SAVES: P
INT: Superior
ALIGNMENT: Lawful Good
TYPE: Aberration
TREASURE: 9
XP: 3600+12

Covered in reflective scales that vary from gold to light green in color, a guardian naga is a luminescent servant of good. Their snake bodies are long and of moderate thickness, providing a balance between speed and power. Their faces are beautiful, and they have blonde hair of varying lengths. They are sacred custodians, tasked to protect holy relics, or acting as prison wardens for an unmentionable evil. They take their role extremely seriously, and cannot be swayed from this task for which they feel they were born.

Combat: Guardian nagas never retreat, and they will fight to the death to fulfill their duties. They prefer to use spells in combat, keeping their distance from melee combatants. If the spells seem to have no impact, they will resort to using more brutal methods.

Spells: Guardian nagas are able to wield spells as 9th level clerics.

Poison: Despite their beautiful appearance, guardian nagas have a pair of vicious fangs within their mouths. These fangs can deliver a poison upon a successful bite attack, but this form of delivery is rather weak, as the poison is diluted. A victim bitten by a guardian naga suffers 1d6 points of damage, in addition to normal bite damage. A victim that succeeds at a constitution save suffers only half damage from the poison. The true danger from a guardian naga's poison is when it is spit at an enemy. The potency of the venom is undiluted and lethal. A constitution save must be successful in order for the victim to avoid an excruciating death. The poison is rapid, and causes death in 1d4+4 rounds.

Spirit Naga

NO. ENCOUNTERED: 1
SIZE: Large
HD: 9 (d8)
MOVE: 40 ft.
AC: 16
ATTACKS: Bite (1d3)
SPECIAL: Constrict, Charming Gaze, Poison, Spells, Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 8
XP: 1600+9

Spirit nagas are hypnotic creatures of shimmering scales and unusual beauty, but they are as corrupt as they are alluring. Spirit nagas enjoy inflicting injury and harm upon others, delighting in games of enticement and temptation before torturing and slaying their quarry in their remote, exotic lairs. Rarely, a spirit naga will cooperate with another, but they do not often share their conquests, and prefer to revel in solitude.

Combat: Spirit nagas are cruel beings, and thrive on visiting pain and humiliation upon their intended victims. In battle, they use a combination of sorcery and brute power. They prefer to charm their victims into dropping their guard, so that they can constrict the life from the victims at their leisure.

Spells: Spirit nagas are able to wield spells as 7th level clerics and 5th level wizards.

Charming Gaze: Spirit nagas are able to bewitch victims through hypnotic movement and voice. Their coils seem to phase between translucent and opaque while they speak in mesmerizing tones, all contributing to the charming effect. Any creatures directly observing and listening to the spirit naga must succeed at an intelligence save or be permanently charmed. If this save is failed, no further save is allowed to resist or break it; it can only be dispelled by killing the naga responsible. In all other respects the effect is the same as the spell *charm person*.

Poison: A victim bitten by a spirit naga must succeed at a constitution save or suffer 1d3 points of damage each round, for 1d6 rounds. This damage is in addition to damage from the actual bite. Additional bites during this time do not extend the duration.

Water Naga

NO. ENCOUNTERED: 1-3
SIZE: Large
HD: 7 (d8)
MOVE: 30ft., 50ft. (swim)
AC: 15
ATTACKS: Bite (1d4)
SPECIAL: Poison, Spells, Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 6
XP: 540+7

Water nagas live in freshwater rivers, streams, lakes or ponds. The water naga is a peaceful observer of nature, and avoids most contact with other creatures. They are generally only roused when their watery home is threatened. Water nagas vary in color from light blue to a soft green, and their hair usually assumes a greenish tint. Although not as strikingly beautiful as other varieties of naga, the faces of water nagas tend to be pretty and wholesome in appearance.

Combat: Water nagas are non-aggressive. They use their spells and mobility to retreat from combat under most circumstances. When forced to fight, they use a combination of sorcery and physical attacks to bemuse and distract opponents, hoping to create escape opportunities. If a water naga must kill an opponent, they will constrict the prey and pull it underwater until it drowns.

Spells: Water nagas are able to wield spells as 7th level wizards.

Poison: The bite of a water naga releases a mild toxin that causes 1d4 points of damage in addition to the damage from the bite itself. A successful constitution save negates this damage completely.

NIGHTMARE

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 7 (d8)
MOVE: 40ft., 90ft. (fly, good)
AC: 24
ATTACKS: 2 Hoof (1d4), Bite (2d4)
SPECIAL: Burning Hooves, Smoke, Darkvision 60 ft., Extraplanar, Planewalk
SAVES: P
INT: High
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 7
XP: 720+7

Nightmares are large equines, often appearing gaunt and starved, that dwell upon the nether planes. These creatures are pitch black, with glowing red eyes, and their hooves are cloaked in perpetual flame. Due to their ability to enter the ethereal and astral planes, these beasts are often used as mounts by powerful evil entities, including night hags. Despite their appearance, nightmares are not undead, though they do share a similar hatred for life and creatures of benevolence.

Combat: Nightmares attempt to trample opponents, using their flaming hooves to main, burn, and overbear enemies, while choking all with clouds of noxious smoke. Nightmares are extremely intelligent, and will use the chaos of battle, and their own fearsome appearance, to gain the upper hand as quickly as possible.

Burning Hooves: Every nightmare has hooves that burn with a supernatural fire, inflicting an extra 1d4 points of fire damage with any successful hoof attack.

Smoke: Nightmares can breathe out a superheated cloud of thick black smoke that causes an opponent's lungs to burn. This cloud fills a 20 foot radius around the beast, and lasts for 5 rounds. A failed constitution save results in the victim having a -2 penalty on attack and damage rolls. This penalty lasts until the victim leaves the cloud and for two rounds afterwards. Nightmares can use this ability as often as they wish, but they cannot otherwise attack while doing so.

Planewalk: Nightmares are able to enter and exit the astral or ethereal planes at will. Any rider mounted on a nightmare is transported as well.

NYMPH

NO. ENCOUNTERED: 1-3
SIZE: Medium
HD: 3 (d6)
MOVE: 30 ft., 20 ft. (swim)
AC: 17
ATTACKS: n/a
SPECIAL: Divine Beauty, Spells, Dimension Door, Twilight Vision, SR 4
SAVES: P
INT: Superior
ALIGNMENT: Neutral Good
TYPE: Fey
TREASURE: 2
XP: 60+3

Nymphs are beautiful female fey. In all respects they resemble human women, but they are always flawless and indescribably stunning. They inhabit woodland streams, clear pools and ponds, and even pure lakes in crystalline caverns. These reclusive creatures dislike intrusion, and can employ several means to prevent or discourage it. Nymphs are especially attracted to human males of good alignment with exceptionally high charisma (charisma 18), but they will not approach them unless the human announces his presence politely and formally, with an expressed intent to converse.

Combat: A nymph generally avoids battle, trying to *dimension door* if it can. However, if pressed they are very able spell casters.

Spells: Nymphs are able to wield spells as 7th level druids.

Divine Beauty: A nymph is able to amplify her already magnificent beauty. The nymph must focus on a single male victim and concentrate on revealing her divine beauty. When she does so, the victim is automatically stunned for one round. On the following round, he must succeed at a charisma save or be stunned for an additional 1d4 rounds. This power only affects male individuals of the human, gnome, halfling, and dwarf races.

Dimension Door: All nymphs are able to employ the *dimension door* spell once per day.

OGRE

NO ENCOUNTERED: 1-20
SIZE: Large
HD: 4 (d8)
MOVE: 30 ft.
AC: 16
ATTACKS: Slam (1d10), or Weapon (+3 damage)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Giant
TREASURE: 3
XP: 40+4

Ogres are large, thickly-muscled humanoids; savage in appearance and violent in demeanor. They have stocky frames, with long arms and squat legs. Their faces have features of both humans and apes. They are voracious predators and plunderers, loving food as much as gold, and they often join ranks with other like-minded creatures to pillage. These creatures are very strong, but lack the leverage necessary to throw large stones like their larger giant cousins. Ogres are hardy and resilient; they can live anywhere, and often in surprising places. They normally gather in small family units of about 20. They are not advanced thinkers, and fashion crude weaponry and tools from stone and wood. They favor stone tipped axes, clubs and spears; though they have been known to occasionally use weapons taken as the spoils of battle.

Combat: Ogres are not so dumb as to rely on force alone. They are shrewd, and learn from their numerous battles. They value crude tactics in an attempt to gain an upper hand on their foes. If they banded with weaker creatures, ogres will intimidate those creatures into entering battle first. Then, when the opposition is softened, the ogres will enter combat to finish the fight. They often find the tables turned when in the service of stronger creatures, such as giants. In these cases, ogres often make the frontal assault.

OGRE MAGE

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 5 (d8) +5
MOVE: 30 ft., 40 ft. (fly)
AC: 18
ATTACKS: Slam (1d12)
SPECIAL: Spell-Like Abilities, Darkvision 60 ft., Twilight Vision, Regeneration
SAVES: M, P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Giant
TREASURE: 5
XP: 200+5

An ogre mage is a surprising creature to encounter, often shocking those faced with the daunting task of defeating one in battle. They resemble standard ogres in most ways, except their skin tone is blue to green, and they have a single horn protruding above the crest of their eyes. They tend to use exotic arms and armor, possessing intelligence far above that of their kin, and having discerning tastes for equipment. The real danger from ogre magi, however, is that each possesses an innate ability to channel raw magical power. If encountered with ogres, they rule and command them. Ogre magi are far less common than standard ogres, and occasionally gather in very small groups of up to 6.

Combat: Ogre magi are accomplished, intelligent warriors. They always make use of their spell abilities before joining a melee.

Spell-like Abilities: *Fly* (12 turns per day; this duration can be split between multiple uses), *invisibility, darkness, polymorph self* (ogre magi can use this ability to assume a human or other bipedal form), *charm person* (1/day), *sleep* (1/day), *gaseous form* (1/day), and *blast of rime* (a cone of cold 20 ft. long, and 5 feet wide at the base, dealing 8d8 points of damage; a dexterity save is allowed to reduce damage by half) (1/day)

OOZE

The various species of ooze are found primarily in dank, dark, subterranean environments. They move very slowly, but have a voracious appetite, and seek to devour everything in their paths. All oozes have the following two abilities in common:

Slam/Acid: Oozes secrete a digestive acid that dissolves any material except stone and magic items. Any constriction attack from an ooze drenches the victim with acid. The victim's armor and clothing dissolve and become useless during the first round. Heavy armor requires 2 rounds to dissolve. Once the skin is exposed, the acid damage begins to take effect. Magical equipment is not destroyed, but the acid soaks through or flows around it, and will damage the victim on the third round of constriction.

Constrict: Oozes will attempt to flow over their victims to digest them. A dexterity save is allowed, and if successful, negates the attack. If the save is failed, the ooze engulfs a part of the victim and immediately begins secreting acid. Each round, a new save is allowed to escape. It takes 4 rounds for an ooze to completely engulf a man-sized creature. When this occurs, the victim suffers double damage from the acid and can suffocate.

Black Pudding

NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 10 (d10)
MOVE: 10 ft.
AC: 3
ATTACKS: Acid (3d6)
SPECIAL: Acid, Constrict, Split, Immunity (full): Cold and Electricity
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: 8
XP: 1500+10

A black pudding is an amorphous blob of caustic acids, scouring the underworld, devouring refuse and slime. They are not sentient creatures, and never actively pursue other creatures bent on killing them. However they consume anything that comes within their grasp, living or not. The name black pudding is a misnomer, as the creature can be white, brown, or gray.

Combat: Black puddings, like most oozes, will simply try to engulf and digest their prey with a mindless determination. However, they are quick compared to other oozes, and this can startle those who are attacked by them.

Split: If attacked by edged weapons, black puddings immediately split in two. Their armor class remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller black puddings is halved as well.

Gray Ooze

NO. ENCOUNTERED: 1-3
SIZE: Medium
HD: 3 (d10)
MOVE: 10 ft.
AC: 5
ATTACKS: Acid (1d8)
SPECIAL: Acid, Constrict, Transparent
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: 2
XP: 50+3

Gray oozes are a heavy masses of single-celled organisms found only in remote subterranean places, where they lay in wait for a hapless creature to wander past. Like other oozes, they are highly acidic. They are often found in small groups of up to 3 oozes. Gray oozes, through their light grey color and inherent abilities, are very difficult to see underground or against worked stone. They often partially engulf their prey before the victims can react.

Combat: Gray oozes lay in wait, blending in with floors, stairways, lurking in shallow puddles in caverns, and in other areas where victims are likely to wander through. A gray ooze will attack anything that comes within its reach, to surprise and stun it. It will then move to engulf the victim and devour it.

Transparent: Gray oozes are difficult to see, even in well lit, clear conditions, as they are translucent, and their gray color acts as effective subterranean camouflage. A gray ooze that lies still cannot be seen by any creature more than 5 feet distant. If a victim approaches within 5 feet of a gray ooze, it is allowed a wisdom or mental save, at a -6 penalty, to notice the creature before it strikes.

Ochre Jelly

NO. ENCOUNTERED: 1-2
SIZE: Large
HD: 6 (d10)
MOVE: 10 ft., 10 ft. (climb)
AC: 14
ATTACKS: Acid (2d4)
SPECIAL: Acid, Constrict, Split
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: 5
XP: 300+6

Ochre jellies are, in essence, gigantic amoebas with insatiable appetites. They lurk in the caverns and tunnels of dark subterranean expanses, seeking to devour any creature encountered to perpetuate their existence.

Combat: These creatures often surprise prey by falling from a high wall, above a doorway, or from a shadowed ceiling, engulfing and devouring victims as quickly as possible.

Split: Electrical and slashing attacks deal no damage to an ochre jelly. Instead, the creature splits into two identical blobs. Their armor class remains the same, but the hit points are divided equally between the two halves. The acid damage of these smaller ochre jelly is halved as well. No other abilities are lost in splitting, and the smaller jellies can split further if they have more than 1 hit point.

ORC

NO. ENCOUNTERED: 2-12, 40-400
SIZE: Medium
HD: 1 (d8)
MOVE: 30 ft.
AC: 13
ATTACKS: Weapon
SPECIAL: Darkvision 60 ft., Light Senitivity
SAVES: P
INT: Low
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 5+1

Orcs are the most common of brutish humanoids, with vicious tempers and aggressive minds. Like humans, orcs have a broad range of appearances and body types. Orcs can vary from gangly long legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green, to mottled red. Their faces are broad or long, with exaggerated features, and their mouths lined with jagged, yellowed, and broken teeth. Their breath is foul, their eyes beady, and their ears are thick and pointed. Some have upturned noses, resembling those of swine. They are unkempt and dirty, taking little care of themselves or their equipment.

Orcs are consummate raiders and are always on the path of war or larceny. Orcs are impressed by strength and will loyally serve almost any evil creature that displays cunning, cruelty, and force . . . and promises them plunder. Orcs despise the sun's light, as it is painful to their eyes. They move in the darkest of nights with ease and comfort, and do most of their raiding just after nightfall, or in the early hours just before dawn.

Orc bands are always led by the most accomplished warriors and the occasional shaman. Orc clans number from 40-400. For every 40 encountered, at least one sub-chief is present, of 2 hit dice and with an armor class of 14. For every two or more sub-chiefs, there is one chief of 5 hit dice present, with an armor class of 16. If one or more orc clans band together, the greatest of them is deemed the army's warlord. An orc warlord has 8 hit dice, and an armor class of 18.

Orcs generally live in migratory camps, but are not incapable of building fortifications and simple structures. They are generally dirty creatures who take little care of themselves, wounds or bother with disease. Orcs suffer an exaggerated mortality like no other creature. Their society is a ferocious one, in which even the very young participate in mortal combats against each other and adults. If food sources or water is scarce, the young, old and weak are abandoned with little thought. Despite the high death rate, orc tribes always thrive and usually grow in numbers. This is due almost in whole to the reproductive cycle of orc females. The gestation period averages 2 to 3 months, with 1-2 live births for each cycle, allowing a single orc mother to have up to 12 children a year. Though they can fashion their own steel weapons and armor, they are usually of poor quality.

Orcs shamans have some spellcasting capability from both the wizard and cleric classes. Shamans are allowed a maximum of 24 spell levels, with no spell greater than 4th level. *Example:* An orc shaman with six 1st, four 2nd, two 3rd, and one 4th level spell has the maximum of 24 spell levels.

Orcs despise elves, and will attack them on sight. They show limited quarter to other races, keeping them as prisoners to trade or sell to allies for weapons and magic. They speak their own language, most goblin tongues, and they can communicate in a rudimentary elvish.

Combat: Orcs are tough, merciless creatures. Years of abuse from their older and stronger kin give them an unquenchable desire for destruction and plunder. They attack anything they think they can kill, but do not hesitate to retreat or surrender if they are outmatched. They wear piecemeal armor taken from downed enemies, and carry almost any weapon. They prefer jagged edges, pole arms, and vicious crossbows. Orcs are sensitive to bright light and suffer a -1 penalty to attack rolls when fighting in daylight or similar conditions.

OTYUGH

NO. ENCOUNTERED: 1
SIZE: Large
HD: 6 (d8)
MOVE: 20 ft., 5 ft. (swim)
AC: 17
ATTACKS: 2 Tentacles (1d8), Bite (2d4)
SPECIAL: Disease, Improved Grab, Darkvision 60 ft.,
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 300+6

Grotesqueries that live as subterranean garbage disposals, otyughs have huge, bulky bodies with three thick, toeless legs. They have no head, but their bodies are capped by cavernous maws lined with huge, sharp teeth. Otyughs have long tentacles springing from their bodies that serve to grab any possible meal. Otyughs thrive in filth and decay. They are found in most climates, but always live underground in dungeons, city sewers, or reeking cesspools.

Combat: An otyugh's attack is very forthright: it will attempt to drag victims into its offal-filled lair to kill and devour them. They also may attempt to asphyxiate their victims by thrusting them into heaps of refuse and holding them there.

Disease: A victim bitten by an otyugh must succeed at a constitution save. If the save fails, the victim will contract a disease of some sort. These diseases should be minor in effect, and should have a long exposure time. Simply encountering an otyugh is cause for concern, due to the filthy surroundings in which they live. At the end of any encounter with an otyugh, all creatures present must succeed at a constitution save or contract a single disease of the Castle Keeper's choice.

Improved Grab: An otyugh's tentacles have powerful suction tips that grab and adhere to flesh and metal. Any target hit by a tentacle may make a strength save. If the save fails, the victim is immobilized for one round, pulled toward the otyugh's maw, and is bitten automatically (inflicting normal bite damage). The otyugh can continue to maintain its hold as long as the victim fails successive strength saves on each following round. However, it cannot attack others while doing so, concentrating on inflicting tentacle and bite damage to the victim instead.

OWLBEAR

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 5 (d10)
MOVE: 30 ft.
AC: 15
ATTACKS: 2 Claw (1d6), Bite (2d6)
SPECIAL: Improved Grab
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: 5
XP: 160+5

An owlbear is a massive abomination of fur and feathers. Their bodies are similar to a bear: stocky, powerful, and furred. They can be up to 10 feet tall when standing on their hind legs, and fight similarly to bears, using sharp, clawed paws. However, their facial features are like those of an owl. They have a razor sharp beak instead of a mouth, and they usually have colorful feathers crowning their heads. These creatures live in the most remote areas of thick, tangled forests, where game is plentiful, as they harbor ravenous appetites. Owlbears hunt in small packs of up to five in number.

Combat: Owlbears attack any possible food source on sight, and they always fight to the death.

Improved Grab: If an owlbear strikes with both claws, it pulls the victim into itself, hugging and dealing 2d8 extra points of damage. A save versus strength is allowed to resist being rendered immobilized for one round. The owlbear deals bite damage automatically each round the hug is maintained, as well as dealing 2d8 points of damage. Each round, a new save is allowed to escape.

The owlbear is able to hug its opponents in a vice-like grip. If both of the owlbear's claw attacks are successful in a single round, the owlbear's foe must make a strength save or be caught in the owlbear's crushing hug for 2d8 additional hit points of damage. The victim can attempt to break free of the hug during subsequent rounds by making additional strength saves. The owlbear can both crush (2d8 damage) and bite (2d6) damage a hugged victim automatically each round.

P—

PEGASUS

NO. ENCOUNTERED: 1-10
SIZE: Large
HD: 4 (d10)
MOVE: 50 ft., 100 ft. (fly)
AC: 14
ATTACKS: 2 Hoof (1d8), Bite (1d3)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Average
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: 3
XP: 60+4

Found only in very remote places, these shy, intelligent winged horses remain aloof to the rest of the world. They are often sought as mounts, but pegasi will only serve a character of good alignment and pure intentions. However, once a pegasus accedes to being a mount, it will serve until death. In the wild, pegasi gather in small herds of up to 10 members.

Combat: Pegasi are clever, and will attack from the air or by land, rapidly moving past opponents to flank them before striking with hooves and teeth. If serving as a mount, they will dutifully follow instructions given to them. They are fiercely protective of their riders, and will take risks to protect them.

Special: The carrying capacity of a male pegasus is the same as that of a medium warhorse; the carrying capacity of a female pegasus is equivalent to a light warhorse.

PHASE SPIDER

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 5 (d10)
MOVE: 30 ft., 30 ft. (climb)
AC: 15
ATTACKS: Bite (1d6)
SPECIAL: Poison, Web, Darkvision 60 ft., Shift, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 5
XP: 200+5

Phase spiders are large, aggressive hunters. They are particularly grotesque in appearance, with huge distended bellies, spindly long legs and mottled grey and black skin. A phase spider's head is small when compared with its body, but it has dozens of eyes, each one like a blackened mirror. Its jaws are strong and topped by two long fangs with which it delivers its poisoned bite. Phase spiders congregate in dark, cool, moist environments; they prefer dungeons, caves, deep forests, and marshlands.

A phase spider is able to shift itself between the mortal realms and ethereal planes at will. It can do this without limit, and will shift constantly to gain advantages in combat.

Combat: Phase spiders lay in ambush in the ethereal plane, shifting back to the mortal planes to deliver their bite. They will phase in and out of corporeality in this manner, making it difficult for an enemy to follow their movements or damage them. However, should their victims turn out to be astute at combating them, they will not hesitate to flee.

Poison: A victim of a phase spider's bite must make a successful constitution save, at a -2 penalty, or risk death. The venom is highly potent, and infects the victim's lungs, causing them to fill with mucus and leading to eventual suffocation. Though the poison causes the victim to collapse in 1d4 rounds, it actually takes several days (1 day for each point of the victim's constitution) for a victim to die. *Neutralize poison, cure disease,* or any similar spell or ability will counteract the poison.

Web: A phase spider is able to generate the effects of the spell *web* once per day.

Shift: Phase spiders are able to slide between the mortal realms and ethereal planes at will, and as often as desired. When ethereal, the phase spider is unassailable unless the opponent is also ethereal; effects that extend to the ethereal plane function normally. To strike a phase spider before it shifts and enters the ethereal plane, a successful dexterity save is required. A successful save lets the opponent attack the phase spider as normal; a failure means the phase spider cannot be damaged by that opponent this round.

PONY

	Pony	War Pony
NO. ENC:	1	1
SIZE:	Medium	Medium
HD:	2 (d8)	3 (d8)
MOVE:	40 ft.	40 ft.
AC:	13	13
ATTACKS:	2 hoof (1d3)	2 hoof (1d4+1)
SAVES:	P	P
INT:	Animal	Animal
ALIGN:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	1	2
XP:	10+2	20+3

Ponies are equine animals, similar in shape but smaller than horses. They are normally found in hilly meadows and scrublands. They are very social creatures, and can be tamed by halflings, gnomes, and dwarves as mounts.

A light load for a pony is up to 75 pounds; a medium load, up to 150 pounds; and a heavy load, up to 225 pounds. A pony can drag 1,125 pounds.

A war pony can fight while carrying a rider, but the rider cannot attack in the same round that the pony attacks. A light load for a war pony is up to 100 pounds; a medium load, up to 200 pounds; and a heavy load, up to 300 pounds. A war pony can drag 1,500 pounds.

Combat: Ponies try to avoid combat when they can. If pressed, the alpha male will turn and fight while the rest of the herd escapes.

PRYSMAL EYE (Nonocculus)

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 15 (d10)
MOVE: 40 ft. (fly)
AC: 29
ATTACKS: Bite (2d6), Eyes 9 (Eyes)
SPECIAL: Eyes, Spells, Cannot be Surprised, Immunity to Magic, Telepathy, Silent
SAVES: M, P
INT: Supra-Genius
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 11
XP: 11,700+15

Prysmal eyes are hateful, loathsome creatures that haunt subterranean depths in search of food, territory, and power. Prysmal eyes are roughly a flattened spherical shape, with tough silicate skin studded by recesses and grooves. Their bodies are tough, and capable of deflecting both spells and steel. Their skin also refracts light, occasionally causing prysmal eyes to appear distorted and colorful. The underbelly of the beast has an orifice surrounded by rough tentacles that functions to grind and devour victims. Highly intelligent, and extremely cunning, prysmal eyes lurk in the dark recesses of well-traveled passages, surprising passing creatures with unexpected demands of exorbitant tribute and loot. Those who cannot (or will not) pay become the beast's next meal. They are solitary creatures that are extremely territorial.

Combat: Entering melee combat is anathema to prysmal eyes. Instead, they will rely on their formidable magical strength to dominate and destroy enemies. Few opponents can hold firm under the assault of a prysmal eye.

Eyes: Every prysmal eye has nine eyes situated equidistantly around its exterior. Each of these eyes can generate a powerful surge of magical energy every round. However, targeting a foe with one or more eyes will mean that other eyes are on the opposite side of the creature. To resolve this, the Castle Keeper should determine the location of each eye on the creature. A given eye can only target foes within an unbroken line of sight. The visible arc for each eye is 90° from center; up, down, and to either side. Unless otherwise noted, all of the eye powers have a range of 60 feet, and strike the chosen target. The powers of the eyes are as follows:

Eye 1- Polymorph: This effect is the same as the spell p*olymorph other*, except that the new form is always that of a creature or person that is most feared by the victim. The effect can duplicate a specific individual's appearance and voice. Equipment, class abilities, and non-physical qualities are not altered. If the victim is transformed into a form where class abilities are useful then the victim's class abilities are retained. Otherwise, all effects are identical to the spell *polymorph other*. If the victim possesses immunity to fear, this ability will transform the victim into a randomly determined form. A successful wisdom save negates this effect.

Eye 2- Teleport: This effect magically transports a victim to a different location. The victim reappears 1d10 x 100 feet away, in a random direction. Roll 1d6: 1-north, 2-south, 3-east, 4-west, 5-up, 6-down. If an indicated direction and distance would result in teleportation into a solid object, a constitution save is allowed to avoid immediate death. If the save is successful, the creature is still transported, but is stranded on the astral plane. In all other respects, this effect is identical to the spell *teleport*. If a victim is teleported upwards, falling damage may apply. A successful dexterity check negates this.

Eye 3- Enervate: This effect is identical to the spell *energy drain*, leeching 2d4 levels or hit dice from the victim; if the victim is reduced to 0 levels or hit dice, it is forever slain. A successful constitution save negates this effect.

Eye 4- Immobilize: This effect is identical in effect to the various *hold* spells, applying to any creature targeted. A creature affected is unable to perform any physical activity for 2d4 rounds. Actions of a purely mental nature, however, may still be performed. A successful strength save negates this effect.

Eye 5- Disjoin: This effect is identical to the spell *disjunction*. This power can be used once per day.

Eye 6- Harm: This effect is identical to the spell *harm*. There is no save for this effect. This power can be used twice per day.

Eye 7- Prismatic Spray: This effect is identical to the spell *prismatic spray*. This power can be used three times per day.

Eye 8- Animate Dead: All corpses within 500 feet of the prysmal eye animate, and become either zombies or skeletons. These undead are under the control of the prysmal eye. There is no limit to the number of undead a prysmal eye can control at any given time.

Eye 9- Foresight: A victim of this effect must make a successful wisdom save or have its next action known to the prysmal eye. If the save fails, the prysmal eye gains a +4 bonus to all attack rolls against the opponent, and a +4 bonus to armor class and saving throws against attacks and effects generated by the victim. The prysmal eye also gains initiative over the affected creature on the following round.

Cannot be Surprised: Prysmal eyes cannot be back attacked, sneak attacked, or surprised. Their multiple sensory organs prevent this.

Immunity to Magic: Prysmal eyes are immune to all spells and effects except those that are sound-based. Spells that generate light that are cast upon these creatures actually heal them by 1 hit point per level or hit dice of the caster.

Telepathy: Prysmal eyes are able to telepathically communicate with any intelligent creature within 120 feet. They are able to read surface thoughts, and can concentrate on a specific creature for three rounds to reveal its alignment, class, level or hit dice, and whether or not it is being truthful.

Silent: Prysmal eyes are silent when traveling or when using their abilities. Spells and effects that generate silence do not prevent prysmal eyes from using their abilities or casting spells.

Special: All prysmal eyes have the tracking ability of the ranger class. They also possess the abilities, including spellcasting, of the illusionist class.

PSEUDODRAGON

NO. ENCOUNTERED: 1-4
SIZE: Small
HD: 2 (d8)
MOVE: 15 ft., 60 ft. (fly)
AC: 18
ATTACKS: Bite (1d3), Sting (Poison)
SPECIAL: Poison, Precision, Darkvision 60 ft., Immunity to Sleep and Paralysis, Twilight Vision, SR (see below), Telepathy 60 ft., Blend, See Invisible, Spell-like Abilities
SAVES: P, M
INT: Average
ALIGNMENT: Neutral Good
TYPE: Dragon
TREASURE: 2
XP: 75+2

Pseudodragons are diminutive multi-colored dragons that differ from their larger kin in several key areas. Their small size and lack of a powerful breath weapon is obvious, but they have also developed very powerful magic, and

are often sought as familiars by wizards. Pseudodragons are curious, and love illusions and trickery. They are consummate practical jokers, targeting nearly anyone and anything that comes through its territory. These creatures do not like extreme heat or cold, so they are most often found in deep temperate wilderness.

Pseudodragons always builds nests high in trees. These are made to blend with the tree itself, often looking like little more than a thick patch of leaves, or in the fall or winter, a tangle of branches and vines. They lay clutches of 1-2 eggs here, which hatch in about two months. They often employ the local birds, preferring robins of all species, to keep a watch out. In fact, a pseudodragon in the wild is almost always in the company of a robin or robins.

Combat: Pseudodragons enjoy watching combat, but avoid it themselves, blending in with their environment to stay out of sight. If pressed into combat, a pseudodragon will use its abilities of illusion to mislead the enemy before closing to deliver a deadly sting. Once delivered, the saurian flees back into the surrounding foliage.

Poison: A victim struck by a pseudodragon's sting has a powerful anesthetic injected into its system. Unless the victim succeeds at a constitution save, it is rendered comatose instantly, and will remain that way for a period of 1d6 days. Each day, the victim must succeed at a new constitution save or die from the slow shutdown of its body.

Precision: A pseudodragon's sting attack is incredibly fast and accurate. Pseudodragons gain a +4 bonus to attack rolls, but only when stinging.

Spell Resistance: Pseudodragons have a Spell Resistance of 10. If the pseudodragon is a familiar, this quality is passed on to its wizard companion.

Blend: A pseudodragon can move and change its colored scales to be virtually undetectable in most environments. This ability requires one round to use, but lasts as long as the creature desires, provided it does not move or attack. It can be used an unlimited number of times per day. Pseudodragons that have blended into their surroundings are considered invisible, as per the spell *invisibility.*

See Invisible: Pseudodragons may see invisible creatures as if under the spell *see invisibility*. This effect is constantly active.

Spell like abilities: The pseudodragon is able to cast the following spells once a day: *ghost sound, prestidigitation, darkness,* and *obscuring mist*. All spells are cast at the 5th level of ability.

PURPLE WORM

NO. ENCOUNTERED: 1
SIZE: Large
HD: 15 (d10)
MOVE: 20 ft., 20 ft. (burrow), 10ft. (swim)
AC: 19
ATTACKS: Bite (2d12), Sting (2d4)
SPECIAL: Swallow Whole, Poison
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 10
XP: 5700+15

There are few subterranean denizens as feared and reviled as purple worms, and few that encounter one live through the experience. Voracious carnivores, they are incredibly huge, purple, segmented creatures. Their bodies terminate in a huge maw on one end, and a long, finely pointed stinger on the other. A purple worm's mouth resembles that of a monstrous leech: it has three jaws that, when closed, are almost impossible to force open. At the base of the stinger is a gland that produces a deadly poison.

These creatures dig and live in wide tunnels far underground. They are hated and feared by dwarves and other races that make their homes beneath the earth. They are solitary creatures, and with reason: their appetites make it impossible for one area to support the feeding needs of more than one worm.

Combat: Purple worms burrow under their prey to attack by surprise, engulfing and swallowing victims with one quick motion. It uses its tail stinger to defend from those who would attack it from behind, as it is unable to attack with both bite and stinger in the same direction. The burrowing of a purple worm often causes localized earthquakes that grow stronger as the creature approaches. This is a telltale sign that an attack is imminent.

Swallow Whole: When a purple worm makes a bite attack, and the roll is a natural 19 or better, the victim must succeed at a dexterity save at a -10 penalty to avoid being swallowed whole. Once swallowed, the victim enters the worm's crushing, acidic digestive system. Each round spent inside the worm causes 1d20 + 10 points of damage, and 10 points of acid damage. A victim can attempt to cut its way out of the worm by using a light slashing weapon to deal 30 points of damage to the creature (armor class 17). If a victim manages to cut free of the worm, peristalsis and other muscular actions close the hole, and other swallowed victims must cut their own way out.

Poison: Any creature struck by the purple worm's stinger suffers 2-24 points of damage. A successful constitution save reduces this damage by half.

QUASIT

NO. ENCOUNTERED: 1
SIZE: Small
HD: 1 (d8)
MOVE: 40 ft., 60 ft. (fly)
AC: 14
ATTACKS: 2 Claw (1d2); Bite (1d3)
SPECIAL: Darkvision 60 ft., SR 3 Spell-like Abilities, Polymorph
SAVES: P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 1
XP: 19+1

A quasit is a minor demon, summoned to the prime material plane to serve some equally evil wizard. They are small, spindly, bipedal creatures with long tails and unnaturally long arms. They have four long fingers on each hand: two fingers and a thumb for grasping, and the fourth a long claw of razor-sharp bone. They are common in nether worlds, where they serve all manner of evil masters, but they are rare on the mortal realms. They linger only to serve, or to find another to serve if their master is slain.

They are thoroughly evil, and gleefully undertake malicious acts without provocation. However, they are cowards as well. If a quasit's master is absent, it will remain hidden from enemies until an ideal time to murder them, or another master is found. They are able to harvest souls for their nether masters, and will do so if they have a ready doorway to a plane of evil.

Due to their origins on the nether planes the quasit can only be hit by iron, silver or magical weapons.

Combat: Quasits are too small for effective combat, and avoid it when they can. They will polymorph into small animals, such as toads, bats, or coyotes, to flee dangerous combats. If pressed, they will use their very minor magic to fight off foes, and as a last resort, they will enter melee using their claws and fangs.

Polymorph: Three times per day, quasits can polymorph themselves into one of the following creatures: frog/toad, bat, or coyote. This ability is identical to the spell *polymorph* (as used on oneself).

Spell-like Abilities: Quasits are able to cast the following spells once per day: *protection from good*, *darkness,* and *pyrotechnics*. They cast these spells at the 3rd level of ability.

R—

RAKSHASA

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 7 (d8)
MOVE: 40 ft.
AC: 21
ATTACKS: 2 Claws (1d3), Bite (1d4)
SPECIAL: Detect Thoughts, Spells, Change Shape, Darkvision 60 ft., SR 16, Immunity to Magic, Blessed Vulnerability
SAVES: M, P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1170+7

Rakshasas are bipedal tigers that have opposable thumbs on their front paws, and are able to manipulate objects. They are exceptionally refined creatures, wearing clothes as would any wealthy human, and enjoying an ostentatious taste for fine fabrics, jewels, and gems. They are dangerously intelligent, and have the magical ability to appear as other races. They often do so in order to pass through towns and cities unnoticed. Rakshasas may gather to form adventuring parties of up to four members. They can be encountered anywhere, without regard to climate or environment.

Rakshasas are always in search of more power and wealth. They decorate their palaces with trophies of their adventures and displays of their riches.

Combat: Rakshasas are fearsome combatants. They are supernaturally tough, and are able to brush off most attacks, including all but the most powerful magic. They do not engage in combat for pleasure, only through necessity. However, they are proud of their collective ability to wreak havoc among their foes, and relish the opportunity to shine in battle.

Detect Thoughts: A rakshasa can telepathically read the thoughts of any creature within 100 feet. This ability can be blocked by 1 foot of stone or 1 inch of thick metal. Rakshasas are immune to surprise, and cannot be sneak attacked, back attacks, or death attacked.

Change Shape: Rakshasas are able to appear as any form of humanoid they wish, including specific members of whatever race they choose. Before entering a new area, they will use their ability to detect thoughts to discover inoffensive forms to assume. Rakshasas are immune to all polymorph effects unless they wish to be affected. A rakshasa loses only its natural attack methods when assuming another form. It retains all other special abilities and special attacks, as well as its armor class, hit dice, hit points, saves, and so forth. They will use equipment in their assumed forms, and their stats should be modified appropriately.

Immunity to Magic: Rakshasas cannot be affected by any spell or effect of 8th level or lower, or non-magical weapon, unless they wish to be affected.

Blessed Vulnerability: If a rakshasa is struck with an attack by a crossbow bolt that has been blessed by a good cleric, the rakshasa is slain instantly.

Special: Rakshasas are considered 5th level wizards and 1st level clerics, and have all abilities of those classes, including spellcasting.

RAT, Giant

NO. ENCOUNTERED: 1-100
SIZE: Small
HD: 1 (d4)
MOVE: 30 ft., 15 ft. (climb)
AC: 13
ATTACKS: Bite (1d2)
SPECIAL: Disease, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 1
XP: 1+1

Rats are highly resilient rodents that are found in every climate and every terrain. They shy away from light, but become very bold in the dark. They don't generally attack other healthy creatures, but will feed on almost anything that is wounded and unable to defend itself. They are encountered in groups of up to 100; a small percentage (about 10%) will be carriers of a disease. Occasionally a large swarm of hundreds of rats may be encountered.

Combat: Rats are skittish and avoid combat at all costs, fleeing whenever disturbed. They may try to bite and eventually eat anyone that is wounded and vulnerable. Large swarms of rats become emboldened, and may even attack partially wounded people.

RAVEN

NO. ENCOUNTERED: 4-36
SIZE: Small
HD: 1 (d2)
MOVE: 5 ft., 60 ft. (fly)
AC: 14
ATTACKS: n/a
SPECIAL: Twilight Vision
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: Nil
XP: 5+1 per level

Ravens are large, black, majestic-looking birds. They are revered by many cultures, feared by others, and used as servants by some. Ravens are intelligent birds. They possess a rudimentary language, and are able to learn bits and pieces of other languages. Ravens have long memories and pass these memories on to their offspring. As such, ravens are wise creatures and the greatest of them can recount great stretches of history. They are also attributed with the gift of prophecy. A raven can live up to the ripe old age of 180.

They are friendly to gnomes, and are often found in their company, where they are welcomed as friends rather than servants. But other creatures se them as well, hobgoblins frequently raise ravens, twisting them to their own evil purposes.

Ravens congregate in flocks, known as conspiracies, of 4 to 36. They cannot be surprised in lighted conditions.

Combat: Ravens do not participate in combat, and flee when danger threatens.

REMORHAZ

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 7 (d10)
MOVE: 30 ft., 20 ft. (burrow)
AC: 20
ATTACKS: Bite (6d6)
SPECIAL: Swallow, Heat, SR 5
Darkvision 60 ft., Twilight Vision
SAVES: M
INT: Inferior
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 7
XP:720+7

Remorhaz are huge, sinuous insectoid creatures that possess many legs and a bony pair of massive wings. Their heads resemble that of a centipede, with three sets of interlocking jaws. They are always light blue in color and have white multifaceted eyes. They are very large, strong, and extremely quick. These beasts dwell in places of extreme cold, but they magically generate intense heat during times of stress, when feeding, or when burrowing. Remorhaz are always hungry. They make their nests in burrows deep under snow and ice, or in caves or dungeons. They are solitary creatures except when they are mating or rearing young. Remorhaz scales are prized as shields for their ability to withstand heat and are worth several hundred gold.

Combat: Remorhaz lie in wait, concealed beneath the snow or in a darkened cavern. When they spy their prey they strike with amazing speed, biting victims and attempting to swallow them whole. When in combat, remorhaz generate intense heat, forcing many opponents to fight them from a distance…something that remorhaz do not readily allow.

Swallow Whole: When a remorhaz rolls a 20 on a bite attack, the victim must succeed at a dexterity save (CL 5) to avoid being swallowed. Once swallowed, the victim enters the creature's hot and acidic digestive system. Each round spent inside the beast causes 1d8+8 points of crushing damage and 8 points of acid damage. A victim can attempt to cut out of the remorhaz's gullet by using a light slashing weapon to deal 15 points of damage to the creature (armor class 17). If a victim manages to cut free of the creature, it perishes.

Heat: When a remorhaz is agitated, aroused, or feeding, it secretes a volatile chemical that reacts violently with cold air. This causes a massive radiation of heat. If a non-magical weapon strikes a remorhaz, this chemical coats the weapon, causing it to be instantly softened and useless. The remorhaz suffers no damage from the attack, and the weapon will melt in 2 rounds. Any creature that comes into direct contact with a remorhaz's skin experiences burning agony, and suffers 5d8 points of fire damage.

ROC

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 18 (d8)
MOVE: 20 ft., 80 ft. (fly)
AC: 17
ATTACKS: 2 Talons (3d6),
Beak (4d6)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 9
XP: 3900+18

Rocs are gigantic birds of prey that inhabit huge old-growth forests and lofty mountain peaks. They resemble massively proportioned eagles or hawks. The male roc is deep brown, with a mottled yellow breast; the female roc is light brown in color. They live in aeries built in the tops of ancient hardwood trees, on ledges in high mountains, or occasionally in the tops of abandoned keeps and castles. They prey upon large creatures, such as cattle, horses, and elephants. It is quite astonishing to see a roc pick up an elephant in the same manner as a hawk picking up a rabbit. They swoop down with great speed, grabbing prey to carry away and eat. Like any bird of prey, they have uncanny vision. If they are raised from hatchlings, they can be trained as mounts.

Combat: Rocs typically attack only large animals, flying very high above them before diving to strike with their talons. If a victim resists, the roc attacks with its beak.

ROPER

NO. ENCOUNTERED: 2-8
SIZE: Large
HD: 7 (d10)
MOVE: 10 ft.
AC: 24
ATTACKS: 6 Strands (see below),
Bite (5d4)
SPECIAL: Drag, Strands, Poison,
Darkvision 60 ft., Immunity to
Electricity (full), Twilight Vision,
Resistance to Cold (half),
SR 4, Vulnerability to Fire
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 8
XP: 1080+7

A roper is a subterranean menace, lairing in rough, and wet caverns and tunnels. They are predators of an insidious sort, killing not just for food, but for pleasure. They delight in the slow terror that their depredations cause in their victims. A roper can appear like a stalactite or a stalagmite, but they prefer to hang from cavern roofs, where they are less accessible and frequently not noticed until it is too late. They cling to surfaces with thick resinous glue secreted from their bases. They can hold themselves motionless for weeks, and are invisible to any but the most experienced dungeoneers. Six tentacles, or strands, extend from the lower portion of the creature, serving as its arms. When waiting in ambush, the arms are withdrawn and flattened against the creature's hide, adding to the creature's disguise.

Combat: Ropers engage enemies at range, striking with their adhesive strands. Once a victim is caught, they will pull it upwards to them and squeeze the life from it. Once dead, they will pin it to a surface with their tentacles, so that they can crawl over it and devour the body. Ropers nearly always gain surprise, unless magically detected (or some other specific method is used to discover their presence). They are immune to electrical attacks, and take only half damage from cold attacks. However, they are vulnerable to flame, and suffer double damage from any fire-based attack.

Strands: Ropers have six strands that they can use to attack opponents in any combination desired. They can strike up to 15 feet away.

Drag: A victim struck by a roper's strand is instantly stuck to it, and is pulled 2 feet per round toward the roper's maw. Each additional strand attached to a victim doubles this rate. Each round, the creature can make a strength save to break the roper's hold. Each strand attached beyond the first cumulatively penalizes this roll by -2.

Poison: The ends of a roper's strands exude a thin layer of poisonous sludge. Upon contact, a victim must make a successful constitution save or lose half their strength score. Creatures without a strength score use ½ their normal hit dice value for both attack rolls and strength saves, and cause half damage with melee attacks. This effect lasts for 24 hours.

RUST MONSTER

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 5 (d8)
MOVE: 40 ft.
AC: 18
ATTACKS: Antennae Touch (Rust)
SPECIAL: Rust, Darkvision 60 ft.
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Aberration
TREASURE: 5
XP: 160+5

Rust monsters resemble large armadillo-like creatures with long tails and two thin antennae. These creatures have a special appetite for ferrous materials and alloys (iron, steel, mithral and adamantine). They will eat any metal, but they always attempt to feed on pure iron first. These creatures dwell deep in subterranean places, and are often encountered in pairs. It is rumored that these creatures were originally created by a vengeful wizard to protect against armored foes relying upon steel.

Combat: A rust monster engages in combat for food, and they are always hungry.

Rust: Any metallic object striking or struck by a rust monster corrodes instantly. Rust monsters can corrode and devour any metal. Magical items may be destroyed by this corrosion. There is a 10% chance -1% per "plus" of the item in question that it is destroyed by this effect. A *+2 longsword* would have an 8% chance of decaying.

S—

SAHUAGIN

NO ENCOUNTERED: 20-80
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft., 60 ft. (swim)
AC: 16
ATTACKS: Weapon (by weapon), Talon (1d4), Bite (1d4)
SPECIAL: Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent
SAVES: P
INT: High
ALIGNMENT: Lawful Evil
TYPE: Humanoid
TREASURE: 1
XP: 15+9

Sahuagin are aquatic humanoids that dwell in oceans and saltwater seas. They are roughly the height of humans, but their bodies are thin and gaunt. They have wide, luminescent eyes which enable them to see in dark ocean depths. Their ears are long and fin-like, behind which are their small gill slits. Their hands and feet are webbed, and their skin is scaled. They are usually dull blue or green in color. Sahuagin culture reflects the concept that might determines right, and they are sadistically cruel to weaker beings. They are the bane of fishermen and mariners, as sahuagin are always on the hunt for plunder and war. They show little mercy and leave few survivors behind. They have a particular hatred for mermen and will endeavor to slay them whenever they can.

Sahuagin build underwater castles constructed of rock and coral. They live in communities of 20 to 80 in number. On rare occasions, large castle-kingdoms are created by a sahuagin warlord that rule over several hundred sahuagin.

Combat: Sahuagin delight in taunting and harassing enemies before killing them. They attack by disabling a boat or separating some unfortunates from their comrades. Their victims are then killed one by one, in horrific fashion, or simply dragged off to drown in the ocean's depths. Sahuagin favor long stabbing polearms and knives in battle. They wear armor fashioned from coral rock.

Blood Frenzy: Once per day, a sahuagin that takes damage in combat can enter a frenzy the following round. A frenzied sahuagin will claw and bite madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Freshwater Sensitivity: A sahuagin in freshwater suffers a -2 penalty on all attacks, damage, saves, and armor class. Prolonged exposure to fresh water kills sahuagin. They cannot live more than a few days in freshwater.

Light Blindness: Abrupt flashes of light, as from exposure to the *daylight* spell, blind a sahuagin for 1 round. It then suffers a -2 on all attack rolls and armor class for 1d4 rounds afterwards.

Speak with Sharks: Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." In this way, they can summon sharks to their aid.

Water Dependent: If removed from water of any type, a sahuagin will die in 1 hour.

SALAMANDER

NO. ENCOUNTERED: 2-5
SIZE: Large
HD: 5 (d8)
MOVE: 20 ft.
AC: 19
ATTACKS: Weapon or Tail Slap (1d6)
SPECIAL: Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold
SAVES: P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar
TREASURE: 5
XP: 320+5

Salamanders are snakelike humanoids that are native to the Elemental Plane of Fire. They possess the torso of a muscled man, with dark red skin. Their lower body is a long, serpentine tail. They do not have legs, but they can support their weight by rising up on the length of their coiled tail. They are wholly evil, and love to consume and burn, often conspiring in small groups of 2 to 5 individuals. There is an intense aura of flame and fire around salamanders that can scorch and burn. Salamanders are only found in very hot climates, and especially favor active volcanoes as habitats, when on the mortal realms.

Combat: Salamanders typically use spears in combat, though some prefer swords and shields. They can channel great heat through their weapons when they attack. They attack without mercy and will attempt to outflank their opponents. They will always close to melee, if possible, so that their emanations of heat can be used against their foes.

Constrict: If a salamander hits with its tail slap, it wraps the end around the victim in an attempt to strangle and suffocate it. A successful strength save will avoid this fate, but if the save is failed, the constriction takes effect. The constriction of a salamander is so strong that no further saves are allowed; the constriction ends when the salamander chooses, or when it is dead. For each round a victim is constricted, it suffers 1d4 points of damage and suffers from the effects of heat (1d6 additional damage). A salamander can make a strength save of its own to move while constricting an opponent; if it fails, no movement is possible for that round. When constricting, the salamander is partially immobilized and its armor class suffers a -2 penalty.

Heat: The melee attacks of a salamander are bolstered by elemental flame, causing an extra 1d6 points of fire damage to any victim struck by a weapon, tail, or fist.

Vulnerability to Cold: When struck by cold based weapons or attacks salamander's suffer twice the normal damage.

SATYR

NO. ENCOUNTERED: 2-10
SIZE: Medium
HD: 3 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Head Butt (2d4), Magical Weapon
SPECIAL: Pipes, SR 6 Twilight Vision, Blend
SAVES: M
INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 3
XP: 70+3

Satyrs are humanoid fey. Their legs are those of a bipedal goat, and their torso is that of a well-defined man. They have two small horns on their brows, darkly tanned skin, and tend to grow thick beards. They live in warm, ancient forests, and pass time by eating, drinking, reveling, and playing their enchanting pipe music. They gather in small groups of 2-10 individuals, and at least one of them will be carrying a magical pipe instrument. Satyrs occasionally carry some sort of enchanted magical weapon. They are generally shy and avoid conflict; if pressed, they will fight until an escape opportunity arises. Satyrs are always male.

Satyrs have a fondness for human women, especially those that are particularly charismatic. Satyrs will attempt to lure them into their wood by charming them with their piping. Once they have ensorcelled them, they lead them deeper into the forest, where they will live out the rest of their days feasting, drinking, and dancing, under the constant charm of the satyr's pipes.

Combat: Satyrs are normally armed with bows or spears. They attack from a distance if necessary, adopting harassing tactics meant to confuse, outmaneuver, and weaken opponents. In melee combat, they attack by ramming opponents with their horns. In combat, one satyr in the group will distract enemies by playing haunting tunes on his pipes.

Pipes: Depending on the nature of the encounter, and the relative threat posed by the attacker, a satyr will generate either a *charm*, *sleep*, or *fear* effect. The *charm* will be used only if human females are encountered. It acts as a *charm person* spell, but only affects females (of any race). The *sleep* will be used if the victims carry some item the satyrs want. This acts like a *sleep* spell, except it will affect any number of hit dice or levels within 30 feet of the song. *The fear* effect is reserved for strong opponents. This is the same as a *fear* spell, except it can affect any number of hit dice or levels within a 30 foot radius of the song. A satyr can make use of each of these abilities once per day. Apart from satyrs themselves, few creatures have mastered the satyr's pipes. Only the most skilled and worthy of bards have even dared to play them.

Blend: Satyrs are virtually undetectable in their home forests, knowing the terrain intimately. They hide in these environments as a 10th level rogue.

SCREECHER

NO. ENCOUNTERED: 1-10
SIZE: Medium
HD: 3 (d8)
MOVE: 1/5 ft.
AC: 8
ATTACKS: n/a
SPECIAL: Shriek, Twilight Vision
SAVES: n/a
INT: None
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: 2
XP: 30+1

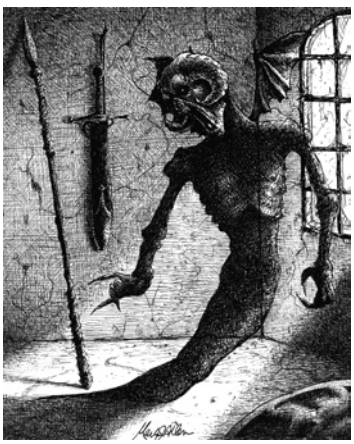
These mushroom plants grow underground, in dank caverns with very little light. They are not distinct in appearance, and are usually pale red, blue, or green in color. They are often cultivated by intelligent creatures that dwell in the underworld, as these mushrooms have the startling ability to function as a primitive alarm. When approached, or when illuminated by a light source, screechers emit a piercing keening noise at a high volume. This noise continues until the screechers are no longer disturbed, and can be heard at great distances underground. Screechers are able to move, though very slowly. They are edible, and kobolds find them to be especially tasty.

Combat: Screechers cannot engage in combat, as they have no method of defense, or offence. Any attempt to kill one will automatically succeed.

Shriek: A screecher will blast a piercing, high-pitched sound whenever a creature approaches within 10 feet, or if directly illuminated by a bright light source (such as a lantern, torch, or *light* spell). This lasts 1d6 rounds, or until the fungus is no longer disturbed. Any creature able to hear the noise may come to investigate.

SHADOW

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 3 (d12)
MOVE: 30 ft., 40 ft. (fly)
AC: 13
ATTACKS: Incorporeal Touch (1d4)
SPECIAL: Create Spawn, Strength Damage, Darkvision 60 ft., Incorporeal, Blend, Sunlight Vulnerability
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Extraordinary Undead
TREASURE: 3
XP: 80+3



Shadows are incorporeal undead creatures. They appear as wisps of black, vaguely humanoid in shape. They are either doomed souls who, in life, perpetrated great evil against innocents, or they are thralls, created and bound to darkness by another shadow. Shadows are maddened, and their corruption has made them altogether evil. They are often solitary, lurking among ancient ruins or in deep subterranean passageways. On occasion, from 1-4 shadows may be encountered haunting the same area. They have an overwhelming hatred for all living things and seek to bring them death and corruption.

Combat: Shadows will use their lack of solidity to their advantage. They will walk through walls, crawl up through floors, and attack from the shadows that give them their name. They are incorporeal, and are only affected by physical attacks using magical weapons.

Strength Drain: The touch of a shadow is draining, as the victim feels the agonizing shock of death. A creature so touched suffers the loss of 1 point of strength; creatures without strength scores suffer a -1 penalty to attack rolls, effectively losing 1 hit dice (the creature's hit points and saves remain the same, as do all other hit dice-dependent abilities.) If the victim survives the encounter, lost strength returns at the rate of 1 point every 2d4 turns.

Create Spawn: A creature reduced to 0 strength by a shadow's strength drain attack is slain. The deceased will rise again as a shadow within 1d4 rounds, losing all class abilities, and forever functioning as an ordinary shadow. A victim rising as a shadow is forever dead, and cannot be restored to life by any means short of a *wish*.

Blend: In darkness, a shadow is virtually undetectable. It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magical light is cast forth, a shadow can be seen and combated normally.

Sunlight Vulnerability: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

SHADOW MASTIFF

NO. ENCOUNTERED: 2-8
SIZE: Medium
HD: 4 (d8)
MOVE: 50 ft.
AC: 14
ATTACKS: Bite (2d4)
SPECIAL: Bay, Trip, Blend, Darkvision 60 ft., Sunlight Vulnerability
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Extraplanar
TREASURE: 4
XP: 90+4

Shadow mastiffs have the body of a large, heavily muscled canine with smooth black skin. Their eyes and mouth are very dark red, almost black in color. Though not undead, they are natives of the negative planes. They serve as guardians or hunters for many of the greater creatures that haunt the planes of evil. Shadow mastiffs are only found on the mortal realms when they are hunting prey or when summoned by powerful magic. When hunting, they pursue their quarry in packs of up to 16 beasts, baying, howling, and taking great pleasure in the chase. Their howls are deep, long, and have a shadow of fear within their echoes.

Combat: Shadow mastiffs enter combat enthusiastically, baying, snarling, and leaping at their foes. They will bite at targets and use their strength and bulk to drag them to the ground, where they can be slain more easily. They use pack tactics to disorient and weaken opponents, and they their ability to blend with darkness plays to their advantage. They are incorporeal, and all physical attacks do half damage unless delivered by spell or magical weapon.

Bay: When a shadow mastiff howls or barks, all non-evil creatures within 300 feet must succeed at a wisdom save or become panicked for 2d4 rounds. This effect is identical to the effects of the spell *fear*.

Trip: After successfully biting a foe, a shadow mastiff can attempt to drag that enemy to the ground. The opponent is allowed a dexterity save to resist being pulled to the ground. If a victim is pulled to the ground, that creature automatically acts last in the next combat round.

Blend: In darkness, a shadow mastiff is virtually undetectable. It is considered *invisible*, and it can attack without spoiling this concealment. If several bright light sources are used, or magical light is cast forth, a shadow mastiff can be seen and combated normally.

Sunlight Vulnerability: If a shadow is exposed to true sunlight, or any effect creating true sunlight, it is instantly destroyed.

SHAMBLING MOUND

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 8 (d8)
MOVE: 20 ft.
AC: 20
ATTACKS: 2 Slam (2d8)
SPECIAL: Blend, Constrict, Darkvision 60 ft., Electrical Conversion, Twilight Vision, Immune to Fire (half), Resistance to Cold (see below), Regeneration 2
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: 8
XP: 1080+8

Shambling mounds are large humanoid heaps of rotting plant life, possessed of a lesser sentience and incredible strength. Shambling mounds are often found in dark marshes, swamp lands, fetid ponds, and other similar wetlands. They are intelligent enough to understand the difference between harmless passing creatures and genuine threats. If their territory is passed through without harm, shambling mounds will not attack.

Occasionally, druids deploy them to guard their sacred groves, and they will undertake this duty with firm resolve.

These creatures are able to merge with the environment in which they live. They can flatten themselves, altering shape so they appear as nothing more than an ordinary part of the landscape. They often pass themselves off as just more muck and weeds in the midst of a marshland.

Combat: Shambling mounds often surprise their foes, leaping from their hiding locations to attack when enemies are right beside them. They are fearless in combat, and are aware of their power, advantages, and vulnerabilities. They attack by slamming their opponents with their massive, trunk-like appendages. If protecting personal territory, shambling mounds will use discretion to flee from combat when overmatched. If tasked to defend a druid grove, shambling mounds will fight to the death.

Blend: A shambling mound is virtually undetectable when lying still in a swamp. In these conditions, shambling mounds hide as 15th level rogues.

Constrict: If a shambling mound hits a single opponent with both slam attacks, that opponent is grabbed, and pulled to the creature. A successful strength save allows the victim to escape this grasp. Each round thereafter, a constricted victim suffers 1d8 points of damage, and then another strength save is allowed to attempt escape.

Electrical Conversion: A shambling mound struck by an electrical attack suffers no damage. Instead, it thrives on the energy and grows larger, gaining 1 hit dice. This increase in hit dice provides additional hit points and gives it an additional +1 bonus on all attacks and saves. It also increases the Challenge Level of all saves against the shambling mound's abilities by 1. This effect lasts for 20 rounds.

Resistance to Cold: Shambling mounds suffer no damage on a successful save against cold-based attacks. This saving throw applies even if the attack does not normally allow one. If the shambling mound fails this save, it suffers only half damage from the attack.

Regeneration: Shambling mounds are able to regenerate 2 hit points per round while they are in swamps, marshes or any type of muck - be it river muck or muck as defined by aquatic ecologist Sarah Clem.

SHARK

	Shark	Shark, Magalodon
NO. ENC:	1-24	1
SIZE:	Medium	Large
HD:	3 (d8)	14 (d8)
MOVE:	60 ft. (swim)	60 ft. (swim)
AC:	15	16
ATTACKS:	Bite (1d6)	Bite (4d10)
SPECIAL	n/a	Swallow
SAVES:	P	P
INT:	Animal	Animal
ALIGN:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	20+3	2600+14

Sharks are carnivorous fish that inhabit almost every body of saltwater. Depending on the species, they may hunt in packs of up to 24, or as individuals. They have extremely acute senses. With their sense of smell, they can detect one drop of blood in 25 gallons of water, and can smell that drop up to a quarter of a mile away. Larger quantities of blood can be detected up to a mile away. Their eyesight is also excellent. They have color vision, and, like a cat, have very good vision in dim light conditions. They are also very sensitive to motion, and to the presence of other organisms. They can detect electrical signals carried in the nerves of other creatures, and can feel pressure differences in the water from passing organisms.

Megalodons are rare prehistoric sharks that reach 50 feet in length or more, and weigh almost 48 tons. They can swallow any prey up to the size of a cow whole, and do so on a natural attack roll of 19 or more. Prey swallowed whole by a megalodon is killed, and there is no saving throw to avoid this fate.

SKELETON

NO. ENCOUNTERED: 1-10
SIZE: Medium
HD: 1 (d12)
MOVE: 30 ft.
AC: 13
ATTACKS: Weapon
SPECIAL: Undead
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Undead (Common)
TREASURE: 1
XP: 10+1

Humanoid skeletons are the animated remains of humanoid creatures. Their bodies are little more than bone and sinew held together by vile sorcery. They move with a slow gait, but have the strength to wield weapons, wear armor and carry shields. Skeletons are mindless, but are aware of living things and always attack them. They are often encountered under the command of an evil cleric or wizard.

Combat: Skeletons attack silently and with a very frightening intensity, killing anything living in their path. Because of their boney nature, any slashing or piercing weapons do half damage, while blunt weapons do normal damage.

SNAKE

	Constrictor, Giant	Venomous
NO. ENC:	1	1
SIZE:	Large	Small
HD:	6 (d8)	1 (d4)
MOVE:	30 ft., 30 ft. (climb), 30 ft. (swim)	20 ft., 20 ft. (climb), 20 ft. (swim)
AC:	15	13
ATTACKS:	Bite (1d4), Coil (2d6)	Bite (poison only)
SPECIAL	Constrict	Poison
SAVES:	P	P
INT:	Animal	Animal
ALIGN:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	210+6	9+1

There are many species of snakes, venomous and non-venomous. They are found in most warm and temperate climates, and have adapted to most terrain. They are shy creatures that generally avoid contact with larger animals. They will strike if cornered or threatened. Only the giant constrictor actively hunts man-sized prey.

Combat: Snakes usually avoid combat altogether unless they feel extremely threatened. Giant constrictors are exceptions. They will lay in wait, perfectly still, shrouded in foliage until prey passes underneath them. Then, they will drop onto the victim, wrapping their coils around it, and squeezing it mightily until it dies. Then, the snake will unhinge its jaw and slowly swallow the victim whole.

Poison: Venomous snakes can deliver a wide variety of poisons of varying toxicities, effects, and onset times. These range from the relatively mild bite of the copper head to the very potent bite of the king cobra. To determine the potency of the snake bite roll on the table below.

Someone bitten by a venomous snake must make a constitution save. A successful save halves the listed damage for first round effects and there are no effects in the following rounds. A failed save on the first round delivers the damage indicated below and the character becomes ill, suffering a -1 to all physical attribute checks and a -1 to hit and damage for ten minutes. First round effects always occur immediately.

Ten turns, or 10 minutes after the initial bite, another constitution save must be made to avoid the further effects of the poison. A successful save indicates the poison has been fought off. A failed save causes the onset of the effects listed below and the character must make daily saves thereafter until the poison is successfully fought off or runs its course–or the character dies.

Type	First Save	Second Save	Duration
1-2	1d2	1d2, double affects of illness	1 week
3	1d4	1d4, triple affects of illness	1 week
4	1d6	1d6, quadruple affects of illness	1-2 weeks
5	1d8	1d8, incapacitated	1-4 weeks
6	1d10	Death in 2-8 rounds	not long

A failed save indicates that the effects listed continue for another day. Additionally, the character loses 1 point of constitution. The same process is followed for each successive day until the character successfully saves and

fights off the poison. For every five points of constitution lost, one point is lost permanently. Should a character's constitution ever reach zero, it is dead.

Constriction: A successful attack by the snake can lead to a constriction attack. In the round following the successful attack, the victim must make a strength save. If this save fails, the victim is constricted by the snake for either 1d6 or 2d6 (depending on the snake's size) points of damage per round. A victim can make additional strength saves every round to escape constriction, but escape becomes more difficult as the snake tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

SPECTRE

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 7 (d12)
MOVE: 30 ft.
AC: 15
ATTACKS: Incorporeal Touch (1d8)
SPECIAL: Energy Drain, Create Spawn, Darkvision 60 ft., Incorporeal, Sunlight Powerlessness, Unnatural Aura
SAVES: M
INT: High
ALIGNMENT: Lawful Evil
TYPE: ExtraordinaryUndead
TREASURE: 7
XP: 660+7

Spectres are spiritual echoes; fragments of a learned person that died in the pursuit of knowledge. Forever trapped in undeath, these spirits grow wicked and twisted, seeking only a way to escape. If approached with the right intentions, in the right way, they will parley with the living. These creatures are intelligent, and have often accumulated knowledge that has been lost for eons. Spectres can be found everywhere imaginable, but can haunt inhabited places such as city libraries or universities. They are not overtly malicious, and only attack when provoked or if doing so would serve some purpose. If more than 1 spectre is encountered, one will always be the dominant spectre, and the others its spawn.

Combat: Spectres materialize through solid objects, grabbing enemies, draining them of life and leaving them an empty husk of flesh and bone. Spectres are incorporeal, and cannot be damaged by non-magical weapons or attacks.

Energy Drain: Living creatures hit by a spectre's incorporeal touch attack lose two levels of experience. For each such level lost, the spectre heals five hit points. These losses are permanent, and can only be regained by the use of a *restoration* or a *wish*.

Create Spawn: Any creature slain by a spectre will become a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them, and remain enslaved until that spectre is destroyed. They do not possess any of the abilities they had in life.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness: Spectres are powerless in natural sunlight and flee from it. A spectre exposed to direct sunlight cannot attack, and must retreat.

SPHINX

Androsphinx

NO. ENCOUNTERED: 1
SIZE: Large
HD: 12 (d10)
MOVE: 50 ft., 80 ft. (fly)
AC: 22
ATTACKS: 2 Claws (2d6)
SPECIAL: Roar, Spells, Darkvision 60 ft., Twilight Vision
SAVES: M
INT: Superior
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: 9
XP: 3325+12

An androsphinx is a massively built lion with the face of a human male. All androsphinx have two huge, feathered wings. They are extremely intelligent, but do not associate well with gynosphinx because they resent their even greater intellect. Androsphinx can speak all languages, and have terrible tempers. They always serve some good deity, and never travel in groups. Androsphinx are most often encountered in desolate deserts.

Combat: Androsphinx are quick-tempered, but hesitant to escalate conflicts beyond loudly vocal arguments. However, when pushed to combat, they fight with drive and ferocity, hurling spells and claw attacks.

Roar: Three times per day, an androsphinx can emit a devastating roar. Each roar after the first becomes progressively more powerful as the androsphinx releases its full anger. The first roar affects all creatures within 70 feet, and allows a wisdom save to avoid the effects of a *fear* spell of 3 turns in duration. The second roar affects all creatures within 60 feet, and allows a wisdom save to avoid paralysis from fear. This renders victims unable to react or move for 1d4 rounds. In addition, creatures of medium or small size within 10 feet must succeed at a constitution save to avoid being deafened for 2d6 rounds. The last roar affects all creatures within 50 feet with a sonic wave of energy that weakens the physical power of all that hear it. It allows a constitution save to avoid suffering the loss of 2d4 points of strength for 8 rounds. All creatures within 10 feet that are large size or smaller are automatically knocked down. A creature that has been knocked down from this roar must succeed at a constitution save to avoid being stunned from the concussive force for 2d6 rounds. Creatures that are too large to be knocked down suffer 2d8 points of damage unless they are lions, or part lion. The force of the third roar is strong enough to crack stone within 10 feet. All roars are audible up to 3 miles away, but have no effect at ranges greater than listed above.

Special: Androsphinx possess the abilities, including spellcasting, of a 5th level cleric.

Criosphinx

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 10 (d10)
MOVE: 30 ft., 60 ft. (fly)
AC: 20
ATTACKS: 2 Claw (2d4), Gore (3d6)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: M
INT: Average
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 8
XP: 900+10

These creatures are amalgamations of a leonine body and a ram's head, with a pair of large feathered wings. They are intelligent and very greedy, often extorting loot from travelers. They horde their treasure in abandoned dungeons or cities, often located beneath the desert of their sandy homes, the entrance to which is always well hidden. Criosphinx lust after gynosphinx, but the latter creatures detest them. Criosphinx live in deserts, and are often encountered in small groups of up to four.

Combat: A criosphinx attacks by ramming, using its mantle of horns to slam into and gore their victims. Once the victim has fallen, they rake it with their paws.

Gynosphinx

NO. ENCOUNTERED: 1
SIZE: Large
HD: 8 (d10)
MOVE: 40 ft., 60 ft. (fly)
AC: 21
ATTACKS: 2 Claw (2d4)
SPECIAL: Spell-Like Abilities, Darkvision 60 ft., Twilight Vision
SAVES: M
INT: Genius
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 7
XP: 675+8

Gynosphinx are the female counterpart to the androsphinx. They have massive leonine bodies that are fronted with a beautiful female form, and have angelic wings sprouting from their backs. They are very wise and astonishingly intelligent, and often communicate with travelers. They trade in knowledge, exchanging it for precious stones and jewelry, as both buyers and sellers. Gynosphinx often speak in riddles, and enjoy any game where problem solving or riddles are involved. At times they move their desert homes from an established location to another place in hopes of gaining more gems, a new riddle, or perhaps the knowledge of the location of an androsphinx. If a creature offers to bargain, but subsequently refuses to pay, a gynosphinx will attack the creature that reneged on the deal without hesitation.

Combat: Gynosphinx are not typically interested in combat, preferring to pass their time in contemplation. If forced into combat, they will use their *symbol* ability, if necessary, but are more likely to simply fly away.

Spell-like Abilities: *Detect magic* (1/day), *read magic* (1/day), *read languages* (1/day), *detect invisible* (1/day), *locate object* (1/day), *dispel magic* (1/day), *clairaudience/ clairvoyance* (either form) (1/day), *remove curse* (1/day), *legend lore* (1/day), and *symbol* (any, each) (1/week).

Hieracosphinx

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 9 (d10)
MOVE: 30 ft., 90 ft. (fly)
AC: 19
ATTACKS: 2 Claw (2d4), Bite (1d10)
SPECIAL: Darkvision 60 ft., Twilight Vision
SAVES: M
INT: Low
ALIGNMENT: Chaotic Evil
TYPE: Magical Beast
TREASURE: 7
XP: 600+9

Hieracosphinx have huge lion bodies topped with the head of a hawk. Like other sphinx, they have great feathered wings. They are morbid and evil creatures, and feed by drinking blood from their victims. They are not particularly intelligent, but they are predatory, swooping from great heights to injure or maim before coming back for the kill. Hieracosphinx attack in flocks of up to six.

Combat: A hieracosphinx makes full use of its flying ability, using altitude and unreachable heights to its advantage. It will dive in to dismount, injure, or scatter its victims before coming in to select suitable prey for the final kill.

SPIDER

	Small	Medium	Large
NO. ENC:	2-5/10-20	2-5/1-10	2-5/1-10
SIZE:	Small	Medium	Large
HD:	1 (d4)	3 (d8)	5 (d8)
MOVE:	10 ft., 10 ft. (climb)	30 ft., 20 ft. (climb)	40 ft., 20 ft. (climb)
AC:	14	15	16
ATTACKS:	Bite (1d2)	Bite (1d6)	Bite (1d8)
SPECIAL	Poison, Web, Twilight Vision	Poison, Web, Twilight Vision	Poison, Web, Twilight Vision
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGN:	Neutral	Neutral	Neutral
TYPE:	Animal	Animal	Animal
TREASURE:	1	2	1
XP:	11+1	52+3	240+5 (260)

Giant spiders are aggressive predators found in most temperate and tropical climates. They can be as small as a rabbit, or as large as an antelope. On rare occasions they grow to monstrous sizes. There are as many species of giant spider as there are of their smaller kin and they are found in a variety of colors. Giant spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.

Poison: A victim bitten by giant spiders must make a constitution save to prevent the immediate affects of the venom taking place. A successful save negates the affects of a small spider's poison and halves the listed damage on medium and large spiders. There are no affects in the following rounds.

If the victim fails the first save, they take damage as indicated below. Further, in the following round, they must make another save to lessen the venom's continued affects. There are no further affects after the second round. A successful save in the second round halves indicated damage with no other affects occurring. A fail indicates full damage and the onset of the physical reaction indicated.

Size	First round	Second round damage
Small	1d2 damage	1d2 damage, 1-2 points of strength loss for 1d12 hours
Med	1d6 damage	1d4 damage, paralyzation for 2d6 hours
Large	1d10 damage	1d8 damage, paralyzation for 3d6 hours

Web: Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature four times as large. Web-spinners can throw a web eight times per day. Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

SPRITE

Grig

NO. ENCOUNTERED: 4-24
SIZE: Small
HD: 1 (d4)
MOVE: 20 ft., 40 ft. (fly)
AC: 18
ATTACKS: 3 Dart (1d3), 2 Dagger (1d4)
SPECIAL: Spell-Like Abilities, Fiddle, Agile, Twilight Vision, SR 4
SAVES: M
INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 25+1

Grig sprites look like tiny humanoids with grasshopper legs. These creatures are native to deep forests, where they enjoy the company of satyrs and other faerie folk. Grigs are nocturnal, and are not very aggressive. They are typically very friendly, but shy creatures, unless they are having a party. Grigs love music, dancing, eating, and playing practical jokes on others of their kind. They are very agile, making them capable warriors. An encounter with grigs will usually be small, as they tend to scatter when a perceived threat approaches. They are very curious creatures, however, and even dangerous threats don't keep them away for long.

Combat: Grig sprites engage opponents at range, testing them, before closing in to melee. Typically, a grig armed with a fiddle will weave a powerful melody to try to end the fight.

Spell-like Abilities: *Change self, entangle, invisibility, pyrotechnics, trip* and *ventriloquism*. These abilities are useable once per day, at the 5th level of ability.

Fiddle: One grig in every encounter will carry a fiddle. When this fiddle is played, a magical effect is produced that forces creatures to dance. All non-sprites that hear the music must succeed at a charisma save or suffer this effect for as long as the grig plays. A grig can play for 2d4 hours without stopping. Victims that fail their saves must dance without stopping, and cannot fight, cast spells, or use class abilities while in the throes of this compulsion.

Agile: Grigs gain a +3 bonus on all physical saves related to dexterity, and a +3 bonus on all attack rolls made with ranged weapons.

Nixie

NO. ENCOUNTERED: 2-24
SIZE: Medium
HD: 1 (d4)
MOVE: 10 ft., 30 ft. (swim)
AC: 14
ATTACKS: Dagger (1d4), Javelin (1d6)
SPECIAL: Charm Person, Twilight Vision, SR 6, Water Breathing
SAVES: M
INT: Average
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 15+1

Nixies are fey that inhabit ponds, lakes, and streams in remote areas. They can be male or female, and appear as attractive humans. They dress in light, airy garments, and often appear, lost, vulnerable, and innocent. Closer inspection will show that they have webbed hands and feet, and this will reveal them as nixies to those with knowledge of the fey.

Nixies have a penchant for human domination. They find it an intriguing and enjoyable pastime for esoteric reasons known only to them. They can venture onto land, though they rarely choose to do so. Nixies can be encountered singly or in groups of up to two dozen.

Combat: Nixies will attempt to use their powerful *charm* abilities to end fights before they begin. When in danger, they will retreat deeper into the water to escape, if possible. They greatly fear fire, and will always avoid it.

Charm Person: Nixies have the ability to apply a very powerful charm to targeted victims. They can attempt this singly, or by cooperating in a group. Victims are allowed a charisma save to resist the effects of this charm. If 10 or more nixies cooperate on this effect, the target suffers a -2 penalty to this saving throw. If the save fails, the creature is affected as if by the spell *charm person*, and will serve the nixie or nixies willingly for a period of 1 year.

Pixie

NO. ENCOUNTERED: 5-30
SIZE: Small
HD: 1 (d4)
MOVE: 20 ft., 60 ft. (fly)
AC: 16
ATTACKS: Weapon
SPECIAL: Spell-Like Abilities, Twilight Vision, Special Arrows, SR 6 Improved Invisibility
SAVES: M
INT: Superior
ALIGNMENT: Neutral
TYPE: Fey
TREASURE: 1
XP: 35+1

Pixies live in idyllic stretches of woodland; they make their homes in deep, old; growth hardwood forests. They are social creatures, and cooperate with each other to build small settlements, often high up in the trees. They typically gather in groups from 5 to 30, and always carry specially made weapons, crafted by their own hands. They are masters of magic, and have developed some very potent powers, often imbuing their weapons with them. Any who would dare subvert a pixie is bound to face the wrath of the whole clan.

Combat: Pixies are exceptionally intelligent, and will turn invisible in any potential combat situation to determine the best course of action before joining the fray. Enemy spellcasters are dealt with first, followed by the most

powerfully built melee combatants. They do not shy from combat, but they do not actively seek it.

Spell-like Abilities: *Polymorph self, permanent illusion* (1/day), *know alignment, confusion* (permanent duration unless removed with *remove curse*); *dispel magic* (8th level effect) (1/day), *dancing lights* (1/day), *detect thoughts*, and *sleep* (10% chance) (1/day).

Special Arrows: There are three types of pixie arrows; every pixie carries 4 of each type. The first type of arrow deals 2-5 points of damage with a successful strike. The second arrow causes *sleep* in any victim struck. This lasts for 1d6 turns, but a successful constitution save negates the effect. The third type of arrow is very potent. A creature struck by this arrow must make a successful intelligence save or lose all memories. Victims become normal members of their race, with no class abilities whatsoever, and cannot even remember their own name or how they arrived at their current location. Only the cleric spell *restoration* can restore these lost memories. All pixies fire their arrows with a +4 bonus to attack.

Improved Invisibility: A pixie is always invisible, unless it chooses to reveal itself. They are permanently affected by the spell *improved invisibility*.

STIRGE

NO. ENCOUNTERED: 3-30
SIZE: Small
HD: 1 (d6)
MOVE: 10 ft., 40 ft. (fly)
AC: 16
ATTACKS: Touch (1d3)
SPECIAL: Attach, Blood Drain, Agile, Darkvision 60 ft., Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 1
XP: 15+1

Stirges are mosquito-like bats that live near large, stagnant water sources. They are often encountered in swampy regions or in dank underground caverns. They possess a long, sharp proboscis that impales foes and drains blood. Stirges gather in packs of 3 to 30. They make an audible buzzing sound as they fly.

Combat: A stirge will dive into a target, jutting its proboscis into flesh, where it attaches and feeds until sated.

Attach: Any time a stirge attacks, it tries to embed its feeding proboscis into the opponent's flesh. If a stirge successfully hits a victim, the victim must succeed at a strength save. Failure indicates that the stirge managed to attach itself. A new save is allowed each round to attempt to remove the creature, but if successful the victim suffers 1d4 points of damage from ripping the creature away.

Blood Drain: A stirge that successfully attaches to a victim automatically inflicts 1d4 points of damage per round. If a stirge is able to drain a victim of 12 hit points in this way, it will release and fly away.

Agile: Stirges gain a +3 attack bonus and +3 dexterity saves.

T—

Tavis (worm) Wyrm

NO. ENCOUNTERED: 1-10
SIZE: Medium (10' to 20')
HD: 3 (d8)
MOVE: 30 ft., 20 ft. (burrow)
AC: 16
ATTACKS: Bite (1d8)
SPECIAL: Heat, Darkvision 60 ft., Vulnerability to Cold, Fire Protection
SAVES: P
INT: Low
ALIGNMENT: Neutral
Type: Extraplanar
TREASURE: 2
XP: 30+3

Denizens of the elemental plane of fire, these creatures are often found in the mortal realms. They have long, snake-like bodes with two well-developed fore-arms. With a head and jaws much like a dragon's, tavis wyrms are often mistaken as the offspring of one of the greater drakes. Tavis wyrms are able to squeeze themselves through very tight tunnels and often surprise their prey in this manner. They radiate an incredible amount of heat, and use it to burrow through solid rock, fusing and melting the stone in passing. These creatures are frequently encountered on the mortal realms, as they derive sustenance there that cannot be found elsewhere.

Combat: In combat, a tavis wyrm coils itself up in a ball before its opponent, waiting for a victim to come within striking distance. They lash out with amazing speed, trying to latch onto their intended target. As soon as it scores a successful bite it coils around the victim and attempts to burn it to death with its heat. They are not agile enough to actually constrict another creature, but rather constantly move around their victim in large coils.

Heat: Tavis wyrms emanate a tremendous amount of heat. If a non-magical weapon strikes one, it begins to melt. Such weapons will become useless in 4 rounds, and melted slag in 4d4 rounds. However, a tavis will suffer normal damage from any non-magical attack. Any creature that comes into direct contact with it is exposed to agonizing, scorching pain, and suffers 1d6 points of fire damage. A successful constitution save reduce the damage by half.

Fire Protection: Tavis wyrms are immune to all fire-based attacks. However, cold-based attacks inflict double damage.

TICK, GIANT

NO. ENCOUNTERED: 2-12
SIZE: Small
HD: 2 (d8)
MOVE: 10 ft.
AC: 15
ATTACKS: Bite (1d4)
SPECIAL: Blood Drain
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Vermin
TREASURE: 1
XP: 20+2

The giant tick dwells both underground and in deep forest regions, hanging from cavern vaults or tree limbs to seek out its prey. Much larger than their mundane cousins (2.5 feet long), they are usually either a dull brown

or unhealthy gray in coloration. Unlike their smaller relations, they tend to congregate in small groups of 2-12 ticks, especially in areas where the feeding is good and a lack of predators ensure the robust growth of these dire arachnids.

Combat: A successful hit from a giant tick indicates that their hypostome, the beaked tongue of the tick, has been inserted into the victim. They will automatically start draining blood on subsequent rounds.

Blood Drain: A giant tick that successfully manages to attach to a victim automatically inflicts 1d4 hit points of draining damage, which goes to feed and heal the tick. If a tick is able to drain a victim of hit points equal to its own hit point total, it will release the victim and crawl away. Being bloated with blood in this state, the giant tick will only be able to move at half speed and suffers a –3 to armor class and all checks/saves.

Any creature bitten by a giant tick has to make a successful constitution to avoid being infected by a blood disease from the arachnid's saliva. The Castle Keeper should determine incubation period, damage and lethality of the disease on their own; but the infection should have a base Challenge Level of at least 3.

TIGER

NO. ENCOUNTERED: 1-3
SIZE: Large
HD: 5 (d8) +5 HP
MOVE: 40 ft.
AC: 14
ATTACKS: 2 Claw (1d4); Bite (1d10)
SPECIAL: Rake, Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 5
XP: 180+5

Tigers are great predatory cats that inhabit tropical climates, particularly favoring mountainous jungles. They are generally solitary creatures, so if more than one is encountered, it will be a mating pair, or a mother and her two cubs. Tigers are the largest of the great cats and are aggressive hunters.

Combat: Tigers stalk their prey using the cover of the jungle for camouflage. They almost always begin an attack by springing on their prey from concealment, and biting and raking viciously in an attempt to make a quick kill. Once it has incapacitated its prey, a tiger will drag it into the foliage to be devoured.

Rake: If a tiger successfully bites, it can make two rake attacks with its hind legs. Each attack gains an additional +3 bonus to hit and inflicts 1d4+2 damage.

TITAN

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 17 (d8)
MOVE: 90 ft.
AC: 38
ATTACKS: Weapon (7d6)
SPECIAL: Spell-Like Abilities, Spells, Darkvision 60 ft., SR 10
SAVES: M, P
INT: Genius
ALIGNMENT: Chaotic Good
Type: Extraplanar
TREASURE: 11
XP: 9600+17

Titans are the largest and most powerful of all the giant races. Unlike the other giant-kin, titans most resemble humans. On average, titans are about 24 feet tall. Except for older dragons, there are few creatures that can match a titan's raw physical power, and when coupled with their magical abilities, they are a force beyond measure.

Titans typically dwell in palatial castles in the heavens, and have little to do with the mortal realms. They do visit the mortal realms on very rare occasions, usually to hunt dragons or some other large evil beast. At these times, they are approachable and even amicable if information useful to the hunt is offered. They see the worlds of the mortal realms in stark terms of evil and good, and do not pay attention to cultural or racial differences. If they encounter evil creatures, titans usually destroy them outright. Titans may offer help or advice to particularly good creatures that they encounter.

Combat: A titan wears armor in combat and wields large weapons, preferring mauls and hammers. They are slow to anger, but when roused or threatened they cloak themselves in invisibility, and begin devastating attacks on their foes.

Spell-like Abilities: *invisibility, levitate* (2/day), *etherealness* (2/day), and *protection from evil* (double strength).

Special: Titans can cast both wizard and cleric spells as 9th level spellcasters. Titans can choose 3 wizard spells of each level from 1st through 5th, and 3 cleric spells of each level from 1st through 5th.

TOAD, Giant

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 4 (d8)
MOVE: 20 ft., 40 ft. (jump)
AC: 16
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision, Swallow, Poison (special)
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: 3
XP: 80+1

Giant toads are larger and have thicker skin than their cousins, giant frogs, and can inhabit a much greater range of terrain. They can be found almost anywhere, but are commonly encountered in forests and scrublands. Giant toads are usually solitary hunters, but they can occasionally be encountered in groups of up to four. Some varieties of giant toad are poisonous: they secrete a poison from mucus glands on their skin. There is a 10% chance that any given giant toad is poisonous.

Combat: Giant toads rely upon camouflage to surprise their prey. When an unfortunate victim passes by, a giant toad will strike with its gigantic tongue and drag the prey to its mouth to swallow it.

Camouflage: Giant toads are incredibly difficult to spot in natural environments. When concealed, they have a +5 bonus to hide checks, and a +10 bonus to surprise rolls. This ability is negated at night if a light is flashed upon them. Their eyes are giant and bulbous, and will reflect the light shined upon them like beacons.

Swallow: If a giant toad strikes with its tongue, it inflicts 1d4 points of bludgeoning damage. The target must succeed at a strength save, or the tongue wraps around the victim's waist or one of the victim's limbs. If the creature is small in size, the toad will instantly pull it into its maw and swallow it. Giant toads can only swallow small creatures, such as dogs, gnomes, and halflings. If a giant toad successfully swallows a creature over 3 feet tall, it takes 2 full rounds for it to choke the creature down. During this time it is very

vulnerable to attack. Its movement is halved, and its armor class is reduced to 10. Any creature swallowed by a giant toad suffers 2d8 points of damage per round. A giant toad's gullet is too small to allow a swallowed victim to fight its way out.

Poison: If a giant toad is poisonous, any creature making direct contact with its skin must succeed at a constitution save, or fall helplessly into convulsions. The initial seizure lasts for 6 rounds, and then subsides. Thereafter, seizures will recur every 1d4 hours, and will last 1d6 rounds. This stage of the poisoning lasts for two days. After that, the seizures will recur every hour, and will last 1d12 rounds. This stage lasts for two more days. During the final stage, the seizures will recur every 10 turns, and will last for 1d4 turns. After four such seizures, the victim's heart will stop, causing death.

TREANT

NO. ENCOUNTERED: 1-20
SIZE: Large
HD: 7 (d8)
MOVE: 30 ft.
AC: 20
ATTACKS: 2 Slam (2d8)
SPECIAL: Blend, Animate Trees, Trample, Twilight Vision, Vulnerability to Fire
SAVES: P
INT: Average
ALIGNMENT: Chaotic Good
Type: Plant
TREASURE: 6
XP: 585+7

To the casual observer, a treant appears very much like any other old, gnarled tree in the forest. At first glance, they are indistinguishable from regular trees. Upon closer observation, however, odd bark formations that reflect crude facial features can be distinguished, providing the first clue that a tree might be a treant. Even when so examined, a treant may not reveal itself, preferring that the curious move along and deem the facial features to be coincidental. If they choose to reveal themselves, they stand up to show that their two largest branches are arms, and their trunk and roots serve as legs and feet. Treants can be found in almost any forest, whether temperate or tropical. They make their homes in hidden glades, usually at the mouth of a spring, or along the reaches of a small creek. Up to 20 treants may reside in a single glade, if the location is beautiful enough.

Treants are hesitant to become involved with the world around them, aroused only to defend the forest they live in. Intelligent, and often friendly, treants hate evil creatures and the unrestrained use of fire. They associate very well with the good creatures of the forest, and often have good relationships with druids and rangers.

Combat: Treants are never far from their home, and they resent any aggressive intrusion. In battle, they use the forest itself as a weapon, rousing other trees to battle and smashing their antagonists with their thick branch-like arms.

Blend: A treant is virtually undetectable when it is in its native forest. It is considered invisible to all but elves, halflings, and gnomes, unless it reveals itself. Elves, halflings and gnomes may detect a treant if they succeed at a wisdom check with a challenge level 5.

Animate Trees: If threatened, the average treant can animate 1-12 trees. This effect is treated as the spell *animate object*, but treants can only affect trees. Greater and older treants can animate many more than 12 trees.

Trample: A treant's footfall can be devastating, due to its heavy trunk and massive root network. Any creature caught in the path of a treant's movement must make successful dexterity save to avoid taking 4d4 points of damage.

Special: Fire attacks inflict double damage upon treants.

TROGLODYTE

NO. ENCOUNTERED: 2-8, 10-100
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 2 Claw (1-2), Bite (2-5), Weapon
SPECIAL: Stench, Darkvision 90 ft.
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
Type: Humanoid
TREASURE: 1
XP: 10+1

Troglodytes are reptilian humanoids. They are large, squat creatures with wide, tooth filled snouts. A troglodyte's legs resemble those of a frog, but are capable of supporting a bipedal stance. They have webbed feet and toes with claws. Troglodytes are filthy creatures that live in their own offal and refuse. They are primarily found in tropical swamps and marshlands. Their dwellings are always underground. They live in clutches of up to 100 inhabitants. The scent of a troglodyte is revolting, and serves as a warning indicator of the creature's proximity. They are fairly stupid creatures, but they do attack with tremendous ferocity.

Troglodytes are tribal, and follow a strict hierarchy where the strongest males dominate. If over 50 are encountered, they are led by a trog with maximum hit points and an armor class of 17. If 100 are encountered, a trog with 5 hit dice, maximum hit points, and an armor class of 17 leads them.

Combat: A troglodyte will try to remain hidden, seeking a place where it can strike at an enemy from behind to cripple it. They then drag the hapless victim to their lair, where it is quickly slaughtered and eaten. They can wield a wide variety of weapons; they utilize anything they find on the battlefield, or primitive weapons that they fashion themselves.

Stench: When a troglodyte is angry, hurt, frightened, or otherwise strongly emotional, it secretes foul-smelling oil that coats the creature's body. Any non-troglodyte within 30 feet must make a successful constitution save, penalized by -1 for each troglodyte in the area. If this save fails, the victim suffers a -1 penalty on attack and damage rolls due to repulsion and nausea.

TROLL

NO. ENCOUNTERED: 1-8
SIZE: Large
HD: 6 (d8); 7 (d8) (river); 9 (d8) (hill)
MOVE: 30 ft.
AC: 16
ATTACKS: 2 Claw (1d4), Bite (2d6), weapon (+3 damage)
SPECIAL: Rend, Darkvision 60 ft., Twilight Vision, Regeneration 2
SAVES: P
INT: Low
ALIGNMENT: Chaotic Evil
Type: Giant
TREASURE: 5/8
XP: River Troll 360+6
Hill Troll1200+9

Trolls are huge, lumbering humanoids that are greatly feared. There are two distinct breeds of troll, hill and river.

Hill trolls have long arms and legs, and their hands and feet are broad, with thick toes and fingers. They tend to be fat, and are rather lazy in appearance. Hill trolls have wide, dark eyes, small ears, and large tusks jutting from

the lower jaw of their wide mouth. They wear clothes occasionally, usually ragged pants and heavy wool shirts. They reach heights of 12 feet tall on average, though some grow much larger. Trolls are not particularly intelligent creatures, lusting more after food and drink than anything else. They love the taste of goats and sheep most of all. They are wicked creatures that enjoy torturing prey before killing it. Hill trolls are aggressive hunters, and fear very little. Hill trolls are usually found alone, though occasionally they wander in hunting groups.

A smaller breed, the river troll, is a warty creature with mottled flesh, elongated facial features, and nasty claws. They are large, standing as tall as 8 feet. They usually forgo clothing, but occasionally wear a loin cloth. Despite their name, river trolls can dwell anywhere, but they prefer the wet, moist environment of river banks. They will take up residence under bridges, deep in swamps, and in other wet places. River trolls form families of up to 12 that hunt together as a pack. River trolls are very aggressive, and merciless in battle.

Combat: Trolls are fearless creatures that attack ceaselessly. They are always on the hunt and almost always hungry. Though they have no cause for keeping it, having very little use for riches, they love to gather pretty things of gold, gems, and other valuable items.

Rend: If either troll successfully hits with both of its claw attacks on the same opponent, it is able to make a fierce dig with those claws to rip the victim's flesh. This attack automatically inflicts an additional 1d4+1 points of damage on the victim.

Regeneration: Three rounds after a troll suffers damage, its body begins to repair itself. Trolls regenerate at a rate of two hit points per round. Trolls cannot heal damage caused by fire or acid. Unless a troll is scorched with flame or dissolved by acid, it is not permanently dead. A troll that falls in battle will reform 3d6 rounds after falling, and will continue to fight. Total physical destruction is required; even a fingertip that survives destruction will allow the troll to reform, at the location of the piece that survived. Note that trolls cannot be "farmed." If a troll is cut into a dozen pieces, those pieces will attempt to rejoin to reform the original troll. However, if those pieces are prevented from rejoining the whole, they will simply die, and the largest piece of the troll will begin to regenerate into a single troll.

U—

UNICORN

NO. ENCOUNTERED: 1-8
SIZE: Large
HD: 4 (d10)
MOVE: 60 ft.
AC: 18
ATTACKS: Hooves (1d6) or Horn (1d12)
SAVES: P
INT: Average
ALIGNMENT: Chaotic Good
TYPE: Magical Beast
TREASURE: 5
XP: 220+4
SPECIAL: Darkvision 60 ft., Magic Circle Dimension Door, Immunity: Poison, Charm & Compulsion, Twilight Vision, Wild Empathy

Unicorns are magical horses of uncommon beauty. All unicorns have a long, spiraled horn rising from their brows. They are noble in appearance, generally white, beige, or roan, but other colors are not unknown. They are intelligent creatures, and roam remote grasslands and forests. They are reclusive, and rarely keep company with creatures other than unicorns or faerie-kin. They are fierce when aroused to battle, but good in nature. They have been known to act in the defense of good and innocent travelers in need of aid, only to disappear into the wilderness afterwards.

On rare occasions, a pure-hearted female human or elf can approach a unicorn and befriend it. This friendship is one of deep trust, respect, loyalty, and fondness. A unicorn's human or elf companion may be allowed to ride it as a mount. If a unicorn's companion should ever commit an evil deed, regardless of the presence of the unicorn, the beast will know it, and the bond will forever be broken. Indeed, a unicorn so betrayed may consider its former companion to be a sworn enemy.

Combat: When engaging enemies, a unicorn will charge, using its lance-like horn to impale foes. Thereafter, they make use of their hooves to strike, and often gallop around to make additional charges.

Horn: Unicorn horns are magically endowed. They function as +2 weapons, giving all unicorns a +2 bonus to hit when attacking with the horn. Simply possessing a unicorn horn provides total immunity to poisons (unicorns themselves benefit from this). If a unicorn loses its horn, it loses the following abilities: magic circle, dimension door, and all immunities.

Magic Circle: A unicorn makes all saves against magical attacks, regardless of primes, as 11 hit dice creatures. Unicorns cannot be surprised, and are constantly affected as if by a double strength *protection from evil* spell.

Dimension Door: Once per day, a unicorn can *dimension door*, taking a rider with it, if it wishes. This ability has the same effect as the wizard spell of the same name.

Wild Empathy: Unicorns have an empathetic bond with the forests in which they live. They are aware of most things that pass through, and certainly of any evil that is afoot.

V—

VAMPIRE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 8 (d12)
MOVE: 40 ft., 60 ft. (fly), 20 ft. (climb)
AC: 20
ATTACKS: Slam (1d6)
SAVES: M, P
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Undead (Unique)
TREASURE: 8
XP: 1885+8
SPECIAL: Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance (half), Spider Climb

Vampires are legendary undead predators, feared and reviled by all. Formerly human, these foul creatures have become completely corrupted, lurking in a

state between life and death, and requiring warm, fresh blood for sustenance. They prowl at night, through decrepit city streets, seeking healthy but unsuspecting victims. Unlike other undead, vampires are not ghastly or decayed in appearance. To most observers, they appear quite normal, and some are rather attractive. They often have pale skin that takes on a less pallid tone after they feed. All vampires must retreat to the safety of their lairs as the sun rises, as sunlight is fatal to them. They tend to make abandoned crypts and tombs their homes. They are vulnerable when resting during the day, sleeping in coffins and sarcophagi, and therefore rely on remote, avoided locations in which to lair. Up to four vampires may share a single location. However foreboding their chosen shelter, they always choose a place that is relatively close to cities and settlements. This provides them with easy access to a food supply. Vampires are very intelligent, even if not very smart in life, and will not overfeed in a particular location. This helps prevent discovery and allows the hunting ground to be used for a longer period of time. Vampires are freakishly strong. This innate toughness enables them to turn aside mundane weaponry and they can only be hit by magical weapons of +2 or better.

Combat: Vampires are aggressive, but not foolhardy, when stalking prey. They stalk targets traveling alone, weak stragglers, drunkards, and other vulnerable targets. They are not favorably disposed to prolonged combats, as they realize dangers to them despite their own great power. To avoid battle, they will try to mentally dominate other creatures. If that fails, and they are pressed, they will call their nocturnal allies to aid them in the fight. If a battle goes poorly for them, they will change shape and flee.

Blood Drain: If a vampire successfully strikes an opponent with its fists (slam), the target must succeed at a strength save or be held in the vampire's grip. If the save fails, a vampire will use its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a vampire will heal one hit point. If a vampire is able to drain a victim of 36 hit points in this way, it is satiated, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches. A vampire must use this ability every few weeks, or it will die.

Energy Drain: Along with the blood drain, living creatures hit by a vampire's bite attack instantly lose two levels or hit dice. Each round thereafter that the vampie is able to continue biting, the victim loses one level or hit dice until the creatue has perished. This loss is permanent unless reversed with a cleric's *restoration* spell or a *wish*.

Children of the Night: Vampires are able to summon other night-time predators, having a special bond with these creatures. A vampire can summon a swarm of bats, rats, or 3d6 wolves. They can summon only once per day, but success is guaranteed. Summoned creatures will arrive 2d4 rounds after being called by the vampire. The summoned creatures obey the vampire without reservation, and remain until killed or released.

Dominate: The intense gaze of a vampire is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a vampire's eyes must make a charisma save at a -2 penalty. Failure results in the victim suffering the effects of a permanent duration *charm person* spell. However, a person charmed in this manner will defend the vampire at all costs, even against former allies.

Create Spawn: A human victim killed by the vampire's blood drain can be brought back to unlife, under the control of the slaying vampire. The slaying vampire must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a spawn. Spawn created in this way have 4 hit dice instead of 8, a movement rate of 30 feet, only have physical saves, and have the following special abilities: Blood Drain, Energy Drain, Regeneration 1, Electrical Resistance (half). If the controlling vampire is destroyed, the spawn becomes a full vampire with the normal statistics.

Alternate Form: Any vampire can assume the form of a large canine, of any non-magical or natural breed or species, and remain in that form indefinitely. A vampire can also assume the form of a large bat, and can remain in that form indefinitely. A vampire in either form retains all special qualities, but loses its special attacks. *True seeing* and other effects will not reveal a vampire in either of these forms, and these forms cannot be dispelled. However, a vampire killed in either form will become gaseous (see below). Vampires are immune to polymorph attacks unless the vampire wishes to be affected.

Gaseous Form: A vampire can assume the form of a thick cloud, at will, as the spell *gaseous form*. If a vampire in any form other than gaseous is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There, it will heal and prepare for another attack.

Spider Climb: Vampires are endowed with the supernatural ability to adhere to and climb any surface.

Vampire Vulnerabilities: Vampires retreat from garlic, reflective surfaces, or holy symbols of good deities. These objects do not harm vampires, but will cause them to recoil. This causes a vampire to delay any attack by 1d4 rounds while it tries to find a way to maneuver around the offending object. When exposed to true daylight, a vampire is rendered powerless and unable to move or attack. It will begin to smolder, and after 6 rounds of exposure, a vampire will burst into flame and burn to ashes. This permanently destroys the vampire. If a vampire is ever immersed in running water, a vampire's flesh is rapidly degraded, killing it permanently in 3 rounds. Each round of immersion causes the vampire to lose one-third of its hit points. A stake driven through the heart of a vampire will kill it as long as the stake remains in place. If it is removed, the vampire awakens and functions normally. To permanently kill a staked vampire, its head must be removed, its mouth filled with holy wafers, and then the entire corpse must be buried in consecrated ground.

Entourage: A vampire may be encountered with up to 6 vampire spawn.

Special: Vampires always have the abilities of the a fighter of the same level as the vampire has hit dice.

W—

WIGHT

NO. ENCOUNTERED: 2-16
SIZE: Medium
HD: 4 (d12)
MOVE: 30 ft.
AC: 15
ATTACKS: Slam (1d6)
SPECIAL: Create Spawn, Energy Drain, Darkvision 60 ft.
SAVES: M
INT: Average
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 120+4

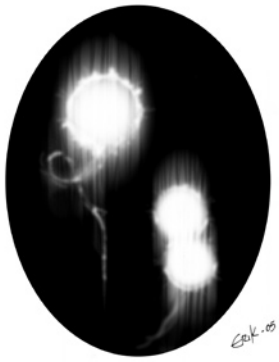
Wights are humanoid undead. They were once human, but are now cursed to haunt the world, living in seclusion, for some foul act of greed. They hate all life. Far more than zombies or ghouls, a wight maintains its body, ragged and unkempt as it may be. They are pale, death-like, with skin stretched thin. Their fingers are unnaturally long, capped by thick nails that serve as claws. They inhabit barrows, crypts and other places where the dead linger and are found anywhere and in any clime. They avoid sunlight as it can kill them. Like vampires (q.v.), they will often live near settlements and graveyards, but the most dreadful similarity to vampires is the connection to the negative material plane, which makes their touch deadly. Up to 16 wights can be encountered at once.

Combat: A Wight engages an opponent to maim, hurt, and cripple. They delight in taking what is not theirs, and killing to collect more. They despise all living things and need no provocation. They attack with clawed fingers, draining the life from their victims. Wights are only affected by physical attacks using magical weapons of +1 or better.

Energy Drain: Living creatures hit by a wight's attack lose one level. For each such level lost, the wight heals five hit points.

Create Spawn: A human victim killed by the wight's energy drain can be brought back to unlife, as a wight, under the control of the slaying wight. The slaying wight must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wight. Spawn created in this way are only half strength; they have 2 hit dice, instead of 4, and lose the ability to create spawn, but are otherwise identical.

WILL-O'-WISP



NO. ENCOUNTERED: 1-3
SIZE: Small
HD: 9 (d8)
MOVE: 50 ft. (fly)
AC: 29
ATTACKS: Shock Touch (2d8)
SPECIAL: Darkvision 60 ft., Immunity to Magic, Natural Invisibility
SAVES: M
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Aberration
TREASURE: 8
XP: 1400+9

A will-o'-wisp is a dangerous creature of faerie. They are small, incorporeal creatures, invisible to the naked eye. They are cold, however, drawing the moisture out of the very air they pass through, creating a mist where ever they go. A will-o-wisp is altogether evil, filled with a rage that it cannot express through violence or any overt action. So it hunts in silence, killing any who are unlucky enough to wander into their territory. They make their lairs in precarious and dangerous places, such as bogs and swamps, where victims of their feeding can easily become trapped and lost. They rarely leave the country that they have taken residence in and only do so if some greater power drives them forth. They hate pixies, sprites and other fey, particularly elves.

They are intelligent and can speak the common tongue, elvish and other tongues of fey. They rarely communicate with anyone, but if a will-o'-wisp is badly injured, it offers its treasure as ransom for its life. Will-o'-wisps have little interest in the treasure itself, though they are aware of its value in bargaining with strong opponents. They do not hoard it as other creatures do, but rather leave it where it has fallen, in a bog, quicksand etc. Finding a will-o-wisps treasure, without its aid, is difficult.

Combat: Will-o'-wisps are perpetually hungry. They hunt by appearing as multicolored orbs that sparkle, dance and weave silently through the evening air. They can float along the ground or in the tree tops, appear both small and large. These creatures enjoy tormenting and taunting opponents, luring them into the darkness and into pits, quicksand or the like; the will-o'-wisp feeds off of the dying victim, drawing its fleeting life out and devouring it. They normally float around their selected territory, waiting for a trapped or injured creature to die; however, if threatened, or if a victim is on the verge of escape, the will-o'-wisp attacks by discharging a short electrical arc.

Immunity to Magic: A will-o'-wisp is unaffected by any spell, except the following— *magic missile, protection from evil*, and *maze*.

Natural Invisibility: This ability is constant, allowing a will-o'-wisp to remain invisible even when attacking. This ability is inherent and not subject to any spell or effect that negates invisibility. Even to creatures that can see the invisible, a will-o'-wisp is invisible, and *true seeing* does not detect anything.

WOLF

	Wolf	Worg	Winter Wolf
NO. ENC:	4-24	2-12	1-6
SIZE:	Small	Medium	Large
HD:	2 (d8)	4 (d8)	6 (d8)
MOVE:	50 ft.	50 ft.	50 ft.
AC:	13	14	15
ATTACKS:	Bite (1d8)	Bite (2d4)	Bite (1d10)
SPECIAL	Trip, Scent, Twilight Vision, Track	Trip, Darkvision 60 ft., Twilight Vision, Scent, Track	Breath Weapon, Trip, Freezing Bite, Darkvision 60 ft., Immunity to Cold (half), Twilight Vision, Vulnerability to Fire, Scent
SAVES:	P	P	P
INT:	Animal	Low	Average
ALIGN:	Neutral	Neutral	Neutral Evil
TYPE:	Animal	Magical Beast	Magical Beast
TREASURE:	1	3	4
XP:	10+2	60+4	280+6

Wolf

Wolves range in size from small to medium. They are ferocious predators and often hunt in packs. They will bring down any prey they sense is weak or alone. There is always a dominate male and female in wolf packs. At times worgs or winter wolves lead large packs of wolves. They are found in many environments. Wolves have a superior sense of smell and can track like a Ranger.

Combat: Wolves always attack in groups. Usually one or two distract their prey while two or three others bite its feet and legs, trying to bring it down. If the prey falls the whole of the pack falls upon it, often feeding before the prey is wholly dead.

Worg

Worgs are massive wolves; they stand 4-5 feet at the shoulder, with broader chests and backs. They are found in most any climate and terrain, though they prefer the open grassland or scrub land. They are very aggressive and territorial. Being slightly more intelligent than the average wolf, worgs are often used as mounts for equally aggressive and depraved races, such as goblins (q.v.) and orcs (q.v.). Worgs travel in packs, normally ranging to twelve in number.

Combat: Worgs attack in groups, trying to drag weaker opponents down, injuring them before pursuing another. When used as mounts, they obey the instructions given them.

Trip: A worg can attempt to drag an opponent to the ground when it makes a successful bite. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

Winter Wolf

Winter wolves are large, semi-intelligent wolves. White or light gray, they can stand 5 feet at the shoulder. They are found in the high mountains, arctic areas

or any snowy wasteland. They are able to communicate with other wolves and sometimes lead packs of them. Winter wolves can also communicate in a very simple form of the common tongue. Often, these creatures are used as hunting companions by frost giants (q.v.)

Trip: As the worg's ability of the same name.

Breath Weapon: Once per day, a winter wolf can exhale a frigid slush of frost and ice, dealing 4d4 points of damage to any creature directly in front of it. Save versus dexterity for half damage.

Freezing Bite: A winter wolf's bite is chilling, creating a frost that deals an extra 1d4 points of damage.

Vulnerability to Fire: Winter wolves are extremely sensitive to fire and take double damage from any fire based attack.

WRAITH

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 5 (d12)
MOVE: 30 ft., 60 ft. (fly)
AC: 15
ATTACKS: Incorporeal Touch (1d6)
SPECIAL: Energy Drain, Create Spawn, Incorporeal, Darkvision 60 ft., Daylight Powerlessness, Unnatural Aura
SAVES: M
INT: High
ALIGNMENT: Lawful Evil
TYPE: Undead (Extraordinary)
TREASURE: 5
XP: 280+5

Wraiths are powerful wights (q.v.) who have forged a more powerful bond with the negative material plane. A wraith is incorporeal, having shed all connections of the flesh. They haunt only the darkest of shadows and never venture near sunlight or the open. Dungeons or deep crypts are their most common haunts. Like their weaker cousins, wraiths despise all living things, and being filled with a great wrath towards the living are always bent on destroying it.

Combat: A wraith is normally insubstantial like a ghost or spectre and thus only magical weapons of +1 or better can affect her ectoplasmic form. A wraith attacks by passing through objects to attack their foes unawares. They strike, disappear back through an object, and return again. They slowly whittle a foe to death.

Energy Drain: Living creatures hit by a wraith's attack lose one level. For each such level lost, the wraith heals five hit points

Create Spawn: A human victim killed by the wraith's energy drain can be brought back to life as a wraith, under the control of the slaying wraith. The slaying wraith must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a wraith. Spawn created in this way are only half strength; they have 3 hit dice, instead of 5, and lose the ability to create spawn, but are otherwise identical.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that, and panic if forced to do so; they remain panicked as long as they are within that range.

WYVERN

NO. ENCOUNTERED: 1-6
SIZE: Large
HD: 7 (d12)
MOVE: 20 ft., 60 ft. (fly)
AC: 18
ATTACKS: 2 Claw (1d4), Bite (2d8) or Sting (1d6)
SPECIAL: Poison, Darkvision 60 ft., Immunity: Sleep and Paralysis, Twilight Vision
SAVES: P
INT: Low
ALIGNMENT: Neutral Evil
TYPE: Dragon
TREASURE: 6
XP: 540+7

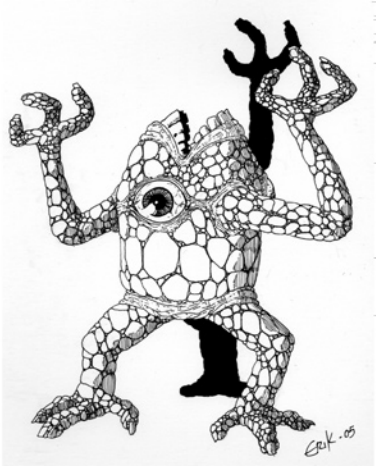
Wyverns are distant relatives of dragons (q.v.). These large winged saurians are foul smelling, with black or rusty brown scales. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. Unlike other dragons, they have little capacity for speech, and are more concerned with food. They do kill to eat, but mainly kill for sport, eat what they need, and leave the rest to rot. They range from the frozen tundra, to tangled jungles, and are even encountered in deep underground complexes. They normally gather in small groups of about six individuals.

Combat: As befits their lack of intelligence, wyverns will attack anything. They sweep over their prey, stinging it with their poisoned tail. Once it is immobilized, they fall upon it and devour it.

Poison: A victim struck by a wyvern's sting must make a successful constitution save or suffer 2d6 points of damage and be paralyzed for 4d6 rounds. A save halves the damage and negates the paralyzation.

X—

XORN



NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 8 (d8)
MOVE: 20 ft., 20 ft. (burrow)
AC: 23
ATTACKS: 3 Claw (1d8); Bite (2d8)
SPECIAL: Circular Vision, Earth Glide, Darkvision 60 ft., Immunity: Cold, Fire, and Petrification, Resistance to Electricity (half), Essence of Stone
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Extraplanar
TREASURE: 7
XP: 810+8

Xorn are natives of the elemental plane of earth, but can be found on the mortal realms in certain rare circumstances. They are nearly always found in deep subterranean places. Bizarre in appearance, xorn resemble a stony

cylinder with three legs, topped with a gaping, voracious mouth. Spaced evenly around a xorn's body are three arms; a single eye occupies the space between each arm. Their skin is hard and rock-like. Xorn feed upon gems, rare minerals, and precious metals, and quest for them constantly. Up to 4 of these creatures can be encountered.

Xorn are rare on the mortal realms, for they can not travel the planes themselves. They are occasionally summoned to the prime by powerful wizards that desire to use the xorn for excavating. Xorn are able to dig through earth and stone rapidly, and when pressed can move even quicker through stone, without leaving a trace of passage.

Combat: Xorn can blend with stone, both in appearance and molecularly, and this enables them to take opponents unawares. They will surprise potential opponents, particularly if those individuals carry any sort of gem, precious metal, or rare mineral, which xorn can smell at a range of 20 feet. They will demand to be given these materials to devour, and if this demand is not honored, a xorn is likely to attempt to take these materials by force. In combat, xorn will use their claws and powerful bite to attack. If the fight goes poorly, a xorn will meld into stone by altering its molecular structure, and escape.

Circular Vision: A xorn cannot be back attacked, and it can detect creatures moving on all sides. However, it suffers a -4 penalty on all saves to resist the effects of gaze attacks.

Earth Glide: Xorn can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. This movement leaves no tunnel or hole, nor does it create a ripple or other outward signature. A *move earth* spell cast on an area containing a burrowing xorn flings it back 30 feet, stunning it for 1 round unless the creature succeeds at a physical save. If *phase door* is cast on a xorn that is gliding through rock, it is slain instantly.

Essence of Stone: As creatures of elemental earth, xorn share qualities with the stone they live within and tunnel through. These qualities give them advantages, like a tough outer shell (armor class) and the ability to move through rock rapidly. However, any spell that can affect stone can have an effect on xorn. Spells such as *move earth, transmute rock to mud,* or *stone to flesh* will soften a xorn, causing it great pain and giving it an effective armor class of 15 for one round. Xorn cannot use their earth glide ability while suffering from these effects.

Y—

YRTHAK

NO. ENCOUNTERED: 1
SIZE: Large
HD: 12 (d10)
MOVE: 20 ft., 60 ft. (fly)
AC: 18
ATTACKS: 2 Claw (1d6), Bite (2d8), Sonic Lance (6d6)
SPECIAL: Sonic Lance, Explosion, Immunities, Vulnerability to Sonic
SAVES: M
INT: Low
ALIGNMENT: Neutral
TYPE: Magical Beast
TREASURE: 9
XP: 3750+12

Yrthaks (EAR-thack) are large, winged predators that hunt in deserts or wastelands. They have thin bodies with long legs and clawed feet. They have no arms, but two long, veined wings in their place, similar to those of a bat. They have a bony dorsal fin on their backs, covered by membranous skin. Yrthaks have long necks, capped with a terrible horned head with a wide, toothy maw. They have an overlapping mound of flesh on their head, and no eyes, as all yrthaks are blind. They sense sound and movement through a special organ on their long tongues. They are slightly intelligent, but these creatures do not speak. They are voracious predators that glide across the desert skies in constant search for food. Yrthak will nest almost anywhere that is moderately sheltered.

Combat: An yrthak is a beast built to fly. Its light frame, broad wings, dorsal fin, and thin legs make it very maneuverable in the air. However, the beast can hardly walk without flapping its huge wings for balance. Thus, in combat, they will keep to the air as long as possible, swooping down to deafen prey with sonic blasts, and only later landing to bite and claw their quarry.

Sonic Lance: Every other round, an yrthak can focus sonic energy in a ray up to 60 feet long. One targeted creature within range is affected; it will suffer 6d6 points of damage. A successful dexterity save reduces this damage by half.

Explosion: An yrthak can fire its sonic lance at the ground, a large rock, an outcropping, or other stone object to cause it to shatter. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. A successful dexterity save will reduce this damage by half. This counts as a use of the sonic lance attack.

Immunities/Vulnerabilities: Yrthak are immune to all effects that rely on sight, such as gazes, illusions, and spells that affect the eyes. They are particularly vulnerable to sonic attacks, however, and suffer double damage from them.

Z—

ZOMBIE

NO. ENCOUNTERED: 1-10
SIZE: Medium
HD: 2 (d8)
MOVE: 20 ft.
AC: 12
ATTACKS: Slam (1d8)
SPECIAL: Slow
SAVES: P
INT: None
ALIGNMENT: Neutral Evil
TYPE: Undead (Common)
TREASURE: 1
XP: 15+2

Zombies are undead humanoids, reanimated corpses that stalk the earth with little purpose or reason. They typically appear as shambling, rotting bodies, complete with ragged clothes and rusted mail. They are unable to use weapons or armor, cast spells, or even communicate. They possess only a vague instinct to gather in groups, find living creatures, and kill them. They are shambling and slow, but have a powerful attack.

Combat: A zombie is mindless, fearless, and only seeks to kill and devour living flesh.

Slow: A zombie never gains initiative and always acts last in any given round.

TREASURE

Ohthere Ironband sat upon his conquered throne and had piled before him all the spoils of his conquests. There were mountainous heaps of gold and silver coins; a wealth of gems, many cut and mounted in bracelets, rings and necklaces; heaps of furs, including ermine, fox and those of the great owlbear; ancient scrolls of history and geography, in cases of leather and wonderfully carved wood; armor, weapons and other instruments of war also were in abundance. Magic, too, they set before him; magic within bottles, jars and cases of ivory or bone, an enchanted sword and shield, cloak, boots and a great long spear. But his wealth in treasure went beyond these, for he took the land from the river Udine to the mountains in the east as his own, and all those who fought against him he took as his chattel, and made them serfs under his will. Thus, his life's adventures were rewarded and his long, hard-fought campaign crowned with success.

Treasure is an integral part of Castles & Crusades. The idea that one can take up sword and shield or a mage's staff, and embark upon a quest for fame, glory and a hoard of magic and coin gives drive to many role players. Treasure can also serve as a prop for the Castle Keeper. A magic sword that has the power to determine the fate of kingdoms, serves to create an entire premise for weaving adventurous tales. Awarding treasure, awarding the correct amount and type, and awarding it at the appropriate time can be daunting tasks for any Castle Keeper. However, mastering the nuances of these tasks begins with an understanding of all things that constitute treasure.

Normally, treasure is thought of in terms of chests of gold and silver, piles of jewels, gems, magic swords and rings of power. In the context of a role playing game, treasure is much more. Treasures are the spoils of adventure, and those spoils can be both tangible and intangible. Silver and gold items, coinage, unusual items, magical items, land, services, and social titles are all possibilities for a reward for a single arduous adventure or a long, heroic career. It is necessary for players to gain treasure in order to re-equip their characters, purchase aid, buy information, and all the other assorted tasks associated with civilization. Moreover, magic items, lands and titles can augment a character's power and help the game develop in more detail. Lastly, treasure can be a guiding force in any game or campaign. Magic items, in particular, can provide purpose and power for adventurers, and supply a host of new plot opportunities for both Castle Keeper and player.

The following list presents a few examples of treasure possibilities. It is up to the Castle Keeper to adjust the list as desired.

Coinage: There are many types of coins, but the most common are platinum, gold, silver and copper. Coinage, or money, is the most common and important type of treasure.

Extraordinary Items: Pieces of art or ivory statues are examples of items that possess a monetary value if sold, but also afford players an opportunity to add depth to their characters by keeping items they have obtained.

Jewelry: This category includes metals that have been cast into bracelets, rings and necklaces, or gems that have been cut and shaped, or both together. Worked metals and stones are uncommon and highly valued.

Unworked Precious Metals & Stones: These include uncut gems, gold ingots, silver bars and the like. This includes any valuable metal or stone that has not been set, cut or molded, and has significant commercial value.

Magical Items: Weapons, armor, potions, scrolls, and all other varied items imbued with magic are considered magical items. They range in availability and value; some are very rare, while others are rather common.

Lands & Titles: Almost never found in traditional hoards, land grants and titles are usually dispensed from a noble, a town government, or a guild. These include patents of nobility, physical land or honors. They are rare, but often the most valuable of all treasures.

Services: In rare instances, characters may be offered the services of one or more monsters, humans or humanoids. This is another rare and valuable treasure.

COIN, EXTRAORDINARY ITEMS, JEWELRY

If there is a foundation for all treasure, it is the gold coin. The gold piece is the standard coin upon which all other values are measured. Many treasure hoards have some gold coins in it. But coins are also fashioned from other valuable metals; copper, silver and platinum are a few. The value of these coins are discussed at length in the *Castles & Crusades Players Handbook*. Many treasure hoards are a mixed bag of all four types of coins and are primarily dependent upon the Castle Keeper's desires.

Treasure hoards are filled with all manner of items, not least of which are those items greatly valued for their craftsmanship, beauty, or cultural significance. These include finely crafted weapons, clothing, ceremonial items, hand crafted items, and antiquities. Not all hoards have these items, but many do. Even an orc is able to discern that an ivory handled pipe has value and is worth taking from his prey. A general list is provided, but the Castle Keeper should fill free to expand it as need and desire dictate.

Gems and jewelry are less common treasures. These range from simple cut stones gathered in a pouch to the wondrous crowns and scepters of kings and their queens. A large sampling of these items are listed in the tables below, but, Castle Keepers should not feel compelled to restrict themselves to these items alone. Castle Keepers are encouraged to use them as a basis for valuing other similar items. The makeup of such items is determined by regional, technological, and/or cultural factors. The number and type of gems that can be found is enormous, as are the various levels of craftsmanship for jewelry. Combining gems with jewelry is a common method for bringing these two items together as a more coherent and interesting treasure.

UNWORKED PRECIOUS METALS & STONES

Unworked precious metals and stones are uncommon. Few carry these as outward wealth. They are commonly found only in mines, shops, or when trafficked between their source and the crafter employed to work them. Awarding unworked precious metals and stones is an interesting approach a Castle Keeper can take to awarding treasure. The party that slays the dragon who occupies an old dwarf kingdom may find hoards of coins and magic, but also great heaps of gold and silver ingots, gems, and gold flakes. There are no hard and fast rules for awarding unworked metals and stones, but it is easy enough to translate the value of unworked metals into coin. Generally, though not always, the value of coin, cut stones, and jewelry is greater than the value of unworked metals and stones. If a treasure hoard consists of 5,000 gold pieces and 400gp in gems, the Castle Keeper can give it to the characters as 4,000 golden coins and ten 100 gp ingots as well as 300 gp in cut stones and 100 gp in uncut stones.

MAGIC ITEMS

Magic items are rare and wonderful creations fabricated through the diligence of a wizard or other similarly skilled individual. They range in power from the simple dagger that gives its wielder a +1 to hit and damage to the highly complex dragon orb that has a multitude of properties and abilities. The greater the power, the rarer the item. Magic items are not part of every

treasure hoard because they are difficult and costly to make. Creating a magic item requires that a creator divest something of himself or another, expend great wealth, and harness the use of powerful magics. The powers are transferred into the item to give it its magical dweomer. For these reasons, they are rare, and the most prized items in any treasure hoard.

The term "Magic Items" encompasses a variety of different enchanted items including armor, weapons, potions, rings, rods/staves/wands, and scrolls, as well as miscellaneous magic items. Some of these magic items are created with intrinsic intellects, and some may contain fell curses in their makeup, often to the regret of those that wield them.

Potions: A potion is an elixir concocted with the use of magic and alchemy that grants a spell-like effect upon the imbiber.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Weapons: These are weapons that have been magically enhanced, giving them bonuses to hit, to damage and in some cases, other magical properties.

Armor and Shields: Magic armor and shields are items that are magically enhanced granting them armor class bonuses and in some cases other magical properties.

Misc. Magic Items: These are various types of items with unique magical powers determined by the spellcaster at their creation.

Rings: A ring is a circular metal band worn on the finger that grants the wearer a magical effect or capability.

Rods: A rod is a scepter-like enchanted item with a unique magical ability unlike any arcane or divine spells.

Staves: A staff is a long walking stick, pole or similar item imbued with arcane or divine spells or abilities.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Cursed Items: Cursed items are magic items that have a negative effect on the wielder or those around them.

Artifacts: Artifacts are ancient and very powerful magic items imbued with tremendous magical power and abilities. These items are very rare.

Using Magic Items: When using a magic item, it is usually necessary to "activate" it with a word spoken aloud or by some gesture, though some items are constantly active and do not need such invocations. Check the description for the item in question to be sure. The activation and single use of an item combine to constitute one full action for the combat round. If an item has a spell-like effect, the effect has the same casting time as the normal spell unless otherwise noted in the item description.

Limit on Magic Items Worn: Only so many items of a certain magical nature can be worn or used with any active magical effects. The limitation includes the following: 1 helmet; 1 cloak, robe, cape, or mantle; 1 amulet or brooch; 1 suit of armor; 1 pair of bracers; 1 pair of gloves or gauntlets; 2 rings; 1 belt; 1 pair of boots.

Size: As part of the magical power, most garments, rings, and other raiment adjust themselves to fit their new wearer. Unless otherwise specified in the item description, the size of a given item should not be an issue to its owner.

Armor and Weapon Sizes: Ensorcelled armors and weapons that are discovered during play come in three sizes. A percentile roll determines what size the item will be when found: 01-30 means the item is small, 31-90 means the item is medium, and 91-100 means the item is large.

CREATING MAGIC ITEMS

Creating magic is an arduous and demanding task. Not only are the materials used to make the magical items expensive, but the use of arcane or divine magic needed to imbue an item with magical qualities is draining. In brief, a cleric, druid, wizard, or illusionist can create magic- items. In order to make a magic item, materials need to be collected or made, mixed or altered, a ritual enacted, and spells cast.

Creating magic items is a nebulous process that differs for each individual creator and item. However, the process always has some simple requirements. The creator needs a fairly quiet, comfortable, and well-lit place in which to work, access to an alchemical lab, and possibly access to a smithy. Any place suitable for preparing spells is suitable for making items. The caster is assumed to work 8-12 hours for each day of the process. The character cannot rush the process by working longer. A character can only work on one item at a time and can do nothing else requiring exertion while working. During rest periods, the character can engage in light activity, such as talking or walking, but cannot fight, cast spells, use other magic, conduct research, or undertake any other physically or mentally demanding task. The caster can take a short break from working (for naps and the like) as often as he or she desires, as long as the character spends at least 8-12 hours out of every 24 working on the item.

The character cannot take a day off. Once the process has started, the character must see it through to the end or admit defeat and start over later. If the caster is disturbed while making the item, or spends less than eight hours or more than 12 hours working in any period of 24 hours, the process is ruined. All materials used are wasted.

CREATING SCROLLS

These are the least expensive and least difficult magic items to make. At 7th level, the cleric, druid, wizard and illusionist gain the ability to inscribe magic scrolls. This essentially allows them to convey, in written words or symbols, the magical content of the spell they are attempting to inscribe. The spells that can be inscribed are those that they know and can cast.

To inscribe a spell on a scroll, the material used must be a specially prepared and cleaned piece of vellum, papyrus or paper. This material costs 100 gp per level of the spell inscribed upon it. So, to inscribe a 2nd level spell on a scroll, the material costs 200 gp. Additionally, the ink, chalk or other material needed to write the inscription costs 50 gp per spell, irrespective of level.

The inscription process is demanding on those performing the action. To inscribe a spell, 12 hours per level of the spell inscribed must be spent performing the action. The process cannot be continuous. A 12 hour rest must occur after 12 hours of inscription. During the time spent inscribing, one can not be disturbed, or the inscription will be ruined. Afterwards, the inscriber must rest a number of days equal to the level of the spell being inscribed. So, to inscribe a 5th level spell takes five days of work and five days of rest.

To inscribe multiple spells on a single scroll, simply increase the cost of the scroll. The total of the spell levels on the scrolls should be multiplied by 100 gp and that is its cost of the material. Then follow the same procedure as that mentioned above for the inscription process.

CREATING POTIONS

Potions are slightly more expensive and costly to create than scrolls. Clerics and druids gain this ability at 9th level while wizards and illusionists gain this ability at 7th level. Potions require material components to make, and are mixed and concocted in particular manners. As a final step to potion creation, a spell must be cast upon the mixture.

The types of potions created are similar to the types of spells the creator can cast. For example, a wizard cannot create a *potion of cure light wounds*, and a cleric cannot create a *potion of mind blank*. The potion has to mimic a spell the creator can already cast or know. The translation of the effects of a spell to a potion must be determined by the Castle Keeper. For example, creating a *cure light wounds* potion heals the drinker of 1d8 hit points of damage , but a

potion of fireballs might bestow the ability to cast a fireball. Again, the effects mimic those of the spell at the creator's caster level, but the specifics are left up to the Castle Keeper.

The act of creating a potion requires expensive material components. The cost of these components is 200 gp per level of the spell being turned into a potion. Additionally, a well-stocked alchemical laboratory is necessary for the concocting process. The cost of materials and goods for this laboratory is 1,000 gp per level of the spell type being created. For example, to create potions of 5th level spell-like qualities, the person creating the spell must have a lab costing 5,000 gp. This is a cumulative cost. Furnishing a lab for 1st level potions costs 1,000 gp, and upgrading that lab to manage 2nd level potions as well costs 2,000 gp. A lab that can brew potions of levels 1 through 5 would cost a total of 15,000 gp.

The last thing the character needs to concoct a potion is the correct formula. This formula lists the amounts and types of materials needed to create the potion as well as the process necessary to create it. These formulas are valuable and well-guarded secrets, and finding them is a boon to any character. Experimentation can also be used to determine the correct formula. To do this, the researcher must have an appropriately sized laboratory and twice the cost of the potion's components in materials. Then the research begins.

Researching and experimenting for the correct formula can be a time consuming process and success is not guaranteed. First, roll a d6 and multiply it by the level of the spell-like effect being sought. This is the time required to develop the formula. After that, the character must make a successful intelligence (wizards and illusionists) or wisdom (clerics or druids) check with a penalty equal to the level of the desired spell-like effect. If successful, the potion can be created. If not, the process must begin again.

The final step in creating the potion is the actual concocting process. This takes a number of days equal to the spell level of the effect. A *potion of nightmares* would take five days to concoct. At the end of the process, the spell that mimics the spell-like effects of the potion must be cast. Then the potion is ready for drinking.

CREATING UNUSUAL ITEMS

Almost all other magical items fall into this category because they involve permanently imbuing an item with a magical ability. This category includes arms, armors, wands, staves, gems, helmets, gloves, hats, boots, belts etc. Any item that is imbued with a power that mimics a spell-like or class-like ability is an unusual magic item. To create these magic items, the creator must be of the appropriate level, acquire the appropriate materials, cast the proper spells, and perform the appropriate ritual to create it. This is an exceedingly costly process in gold, time, and possibly life force .

All clerics, druids, wizards, and illusionists can create unusual magic items. Clerics and druids gain the ability to imbue at 12th level, while wizards and illusionists gain the ability at 9th level. The creator's caster level must be at least three times the enhancement bonus or spell-like effect of the item created, unless the creator possesses special material like mithral. At the time of creation, the creator can decide if the weapon glows or not as a side effect of the magic imbued within it.

This process permanently imparts an ability or capacity upon an item. For instance; a *+1 sword* is permanently imbued with a +1 to hit and damage rolls, a *stone of feeding* is permanently imbued with the capacity to feed its possessor, and a *wand of lightning bolts* is permanently imbued to cast the *lightning bolt* spell. It is important to note that many qualities like this are "mimicked." These magical items contain the essence of an individual's learning or training, and allow that essence to manifest itself to the item's user. This becomes important during the creation of the item, as the essence must usually be drawn from a donor. For example, a *wand of fireballs* mimics a wizard's ability to cast fireballs, not the *fireball* spell. A wizard would have to donate some of his or her life essence, in the form of experience points, to enchant the item.

Any item can be imbued with magical qualities. A sword can be imbued to conferring a bonus to damage, or a potato can be imbued so that it is always hot. Cost is not an issue unless the character desires the item to be exquisite or impressive. For instance, consider a powerful lord that commissions a wizard to create a powerful magical item for use in battle. Would the lord want a small stick to carry into combat, or a massive gilded lance made of the finest wood? The character decides.

Once an item is chosen, the qualities to be imbued are selected. There is no fundamental limit to the number or types of magical qualities that can be imbued into an item. However, there is a practical limitation that is defined by the Castle Keeper's discretion and the desires and resources of the creator. When designing the magic item, the level of the ability being imbued must be considered. For example, imbuing a +1 to hit to a sword is a 1st level fighter ability, but it can also be considered a 2nd level ranger or bard ability, and so forth. The "slow fall" ability is a 4th level monk ability, while "favored enemy" is a 6th level ranger ability. Racial or attribute abilities, like determining the depth underground, are always considered to be 1st level. Spell-like abilities like invisibility have an effective level equal to their spell level.

The first method of creating magic items costs the life force of two parties: the caster and the donor from whom the ability is being mimicked. The actual act of imbuing is a ritual that requires the efforts of the caster and the donor. The time required for this method is short. The material must be purchased and a ritual performed. The time required is one day plus a number of days equal to the level of the ability being imparted upon the item. The cost in experience points is equal to the EPP (XP needed for the class level) of that ability. For example, to impart a 4th level monk ability upon an item costs 8,501 experience points. This cost is divided equally between the caster and the donor Once the final rituals are performed, the experience points are lost. If mimicking the abilities of a PC race are imbued, the cost is 5,000 experience points per ability. If mimicking the racial abilities of a monster, the cost is 5,000 experience points times the creature's hit dice. If any creature or character is reduced to 0 experience points as a result of this process, it dies. For monsters, consider all 1 hit die creatures to have 1 experience point, 2 hit dice creatures 1,001 experience points, 3 hit dice creatures 2,001 experience points, and the progression doubles with each subsequent hit die.

Once again, it is important to note that items that allow for the casting of spells simply mimic the spell casting ability of a wizard or cleric. The experience point cost to imbue an item with the ability to cast a spell is equal to the required number of experience points needed for a wizard to attain the level at which that spell could be cast. Each spell is considered separately. A *wand of fireballs* would cost 20,801 experience points to create. For example, if the wand was imbued to cast *fireball* and *lightning bolt*, it would cost 41,602 experience points. The experience point cost can be taken entirely from the caster, or half from the caster and half from a donor with the ability in question. Further, items such as wands or staves have charges that can be replenished. For items that require spell replenishment, the item is assumed to be able to absorb and store the spells. The caster must simply cast them into it. However, these items can only absorb one spell per day.

The other method of creating magic items is by cost. This is an exceedingly expensive route, but generally preferred to that described above. In this instance, reference the chart below for the cost to imbue the spell or spell-like abilities within an item. The number indicated is the base cost. Additionally, a lab must be procured as described in the potion creation section. The cost of the laboratory reflects the level of the ability to be imbued. Any special materials or unique items (such a special armor construction or weapon make) must be priced by the Castle Keeper.

The ritual and spell casting times are high. The method is like that mentioned above except time is measured in weeks, not days.

In the case of unique magical item creation, wizards, illusionists, clerics, and druids must acquire a ritual creation spell. The spell is knowable at the level the ability to create magic items becomes available. Wizards and illusionists must discover or purchase the spell, while clerics and druids must simply pray for it. This spell must be cast upon the item being created as the last act of the process and consumes 12 hours of casting time.

CALCULATING MAGIC ITEM GOLD PIECE VALUES

Effect	Base Price
Enhancement bonus (each "plus")	Bonus squared x 1,000gp
Bonus spell	Spell level squared x 1,000 gp
Resistance bonus	Bonus squared x 1,000 gp
Save/Ability bonus (limited)	Bonus squared x 250 gp
Single Lesser Ability	Base 4,500 gp
Single Greater Ability	Base 8,500 gp
Attribute bonus	Bonus squared x 1000 gp
Spell resistance	10,000 gp per point
Single use, spell completion	Spell level x caster level x 25 gp
Single use, use-activated	Spell level x caster level x 50 gp
50 charges, spell trigger	Spell level x caster level x 250 gp
Command word	Spell level x caster level x 750 gp
Use-activated	Spell level x caster level x 1,000 gp
Charges per day	Divide by (5 charges per day)
No space limitation*	Multiply entire cost and time by 2
Component	Extra Cost

Quality armor, shields, or weapons require the additional of the cost of an expert item (see page 95, table 3.1). If the spell to be imbued into the item has a material component, add the cost of the component directly into the price of the item.

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

*See Limit on Magic Items Worn. Basically, an item that does not take up one of these limited spaces costs double.

SPECIAL MATERIALS

In addition to magic items enchanted with spells, some substances have innate special properties. While only three such materials are presented here, other special materials may exist in a given campaign.

Adamantine: Adamantine is found in meteorites and, as a rarity, in the mines of dwarves. Weapons fashioned from adamantine provide a natural +4 bonus to hit and damage. Adamantine armor provides a natural +4 to armor class. This is not considered a magical enhancement. This bonus is added to saving throws versus destruction.

Mithral: Mithral is a rare silvery, metal that is lighter than iron but just as hard. It is found only deep in the earth and extracted with great difficulty. Weapons fashioned from mithral provide a natural +5 bonus to hit and damage. Mithral armor provides a natural +5 to armor class. This is not considered a magical enhancement. This bonus is added to saving throws versus destruction.

Darkwood: This rare magical wood is as hard as normal wood but very light. Any wooden or mostly wooden item made from darkwood weighs only half as much as a normal wooden item of that type. Items not normally made of wood, or only partially of wood, either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. To determine the price of darkwood items, increase the original price by 25%.

DESTROYING MAGIC ITEMS

Magic items are difficult to destroy. They are created with extraordinary materials, with great skill, and by creatures able to imbue them with a strength beyond that of the normal world. Only the most extraordinary of attacks should be considered dangerous to magic items. Very powerful spells, such as *disintegrate*, may be able to destroy magic items and sometimes, powerful monsters like storm giants are able to break magic items through brute force. Dragon fire almost always consumes magic items. Basically, the weaker the item, the easier it is to destroy. Some magic items are easier to destroy than others; one example of an easy item to destroy is a potion, since the flask itself can be destroyed, scattering its contents. The Castle Keepers should use their best judgment in determining when to force a saving throw upon a magic item. A storm giant slamming his fist down upon a *bag of holding* is going to do little more than flatten the *bag*. A storm giant using a *mattock of the titans* to bat a *crystal ball* is likely to shatter the *crystal ball*. Always keep in mind that the destruction of an item can demoralize players who have worked hard to attain the power they wield.

All magic items have Mental and Physical as their saving throw categories. This means that the items successfully save, from any attack form, on a 12 or better. Weapons and armor add a standard bonus to their saving throw equal to its magical bonus to hit or armor class. Magic items with two different bonuses always take the higher of the two. Furthermore, the item adds +1 for any special ability the item possesses. For example a Holy Avenger is a +2/+5 sword. The sword saves on a 12, adds +5 to its roll for its magic enhancement, and +4 for its extra abilities (*dispel magic*, *spell resistance*, *double damage*, *damage to evil creatures*) for a total bonus of +9. The item effectively saves on a roll of 3 or better.

Magic items mimicking spell-like abilities have a saving throw bonus equal to the level of the spell-like or class-like ability being mimicked.

SENTIENT MAGIC ITEMS

On rare occasions, a character may find a magic item that is sentient. Such an item is, for all practical purposes, a living creature, possessing a personality, motivations, goals, desires, and other conscious traits. These items come about in many ways. Some have been divinely created while others were imbued with the soul or essence of another creature. Some are created by a powerful craftsman who divested too much of his own person into the item. Whatever their origins, sentient items are powerful, willful, and able to directly impact any game. Sentient items are great tools for furthering plot lines, developing background, and adding depth to a character and/or game. In any case, sentient items are rare and should be brought into the game only after careful consideration. Too many sentient items can create a cacophony of magic babble that only serves to lessen their own importance and drown out other extraordinary happenings. Any sentient item should have a purpose for its existence. This purpose may be in line with those of the characters who have found it, or it may not. Sentient items should be treated as non-player characters, and, like non-player characters, they will not be averse to acting in their own self interest, even to the detriment or death of their owner. Conversely, it may be in the item's interest and desire to aid the character and his companions. To utterly control a sentient item, a character must be able to dominate it (see below) and maintain that dominance. For good or evil, the creature is its own being and should be treated as such.

It should be noted that the sentient nature of these items can be manifested in a number of ways. The item in question may be able to speak directly to the character via telepathy or some other power. It may be possessed of a silent will, manipulating its situation through the subconscious desires of those who carry it. Whatever the case, the Castle Keeper should approach these items with caution, since they quickly can come to overpower a game.

In game terms, a sentient item has a will which gives them extra abilities and, sometimes, extraordinary powers and special purposes. Any permanent magic item can be sentient. Items that have a single use cannot be sentient. As with standard magic items, some intelligent magic items have the ability to illuminate their surroundings. They can do this at will.

ALIGNMENT OF SENTIENT ITEMS

Any item that is sentient has an alignment. Note that some sentient items already have alignments, whether stated in their description or by implication. When generating a random sentient item, that item's alignment must fit with any alignment-oriented special abilities it has. Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains at least one negative level if they so much as pick up the item. Although this negative level never results in actual level loss, it remains as long as the item is held and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Will scores (see below) of 17-20 bestow one negative level. Items with Will scores of 21+ or higher bestow two negative levels.

INTELLIGENT ITEM ALIGNMENT

d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral good*
81-100	Neutral

*The neutral alignment has no bearing on who can use this item. Only the chaotic, lawful, evil or good characteristic affects this.

All sentient items are true to their alignment and do not deviate or commit actions contrary to it. If their wielder forces them to act against their alignment, they strive at every opportunity to escape that character. They may do this by influencing others to take them up. They may also try to take advantage of the weakened character (after some grueling contest of arms) to gain control, forcing the character to pass it on to another, or hurl it away into the midst of some calamitous battle.

LANGUAGE

A sentient item without the ability to speak but is semi-empathetic or empathetic with its wielder cannot speak any particular language, but it communicates with its wielder through emotional responses and stimuli. A sentient item that has speech can speak the common language, plus 1-6 extra languages depending on its will (see table below).

WILL

All sentient items have a will. The will is represented by a number that ranges from 17 to 23. It can go higher, but any item that has a will higher than 23 is exceedingly powerful and should be carefully designed by the Castle Keeper. The will determines the abilities an item possesses. The higher the will, the greater the abilities.

WEAPON WILL AND SPECIAL ABILITIES

d%	Will	Communication*	Sense †	Power
01-50	17	Semi-Empathy	None	1lesser
51-75	18	Empathy	None	2 lesser
76-87	19	Empathy	Sight (H)	3 lesser
88-93	20	Speech (1-2)	Sight, hearing (H)	3 lesser, 1 greater
94-96	21	Speech(1-4), telepathy	Sight, hearing (H)	3 lesser, 2 greater, read magic
97-98	22	Speech (1-6), telepathy	Sight, hearing(E)	3 lesser, 3 greater, read magic
99-00	23	Speech (any), telepathy	Sight, hearing (E)	4 lesser, 4 greater, special purpose, read magic

*Speech indicates that the item can communicate verbally with its wielder. The number in parenthesis indicates how many languages an item can use to communicate.

† The item is able to see and hear as a Human (H) or an Elf (E).

SENTIENT ITEM LESSER POWERS

d%	Power
01-05	Item can *bless* its allies 3/day
06-10	Item can use *faerie fire* 3/day
11-13	Item can cast *minor image* 1/day
14-20	Item can cast *cure light wounds* 3/day
21-25	Item can use *detect magic* at will
26-31	Item can determine depth and direction (as dwarf)
32-33	Item grants wielder resistance to poison (as dwarf)
34-36	Item grants wielder resistance to arcane magic (as dwarf)
37-40	Item grants wielder resistance to fear (as dwarf)
41-45	Item grants wielder stonework ability (as dwarf)
46-50	Item grants wielder spot hidden doors (as elf)
51-54	Item grants wielder spell resistance (as elf)
55-60	Item can legend lore 3/day (as the bard)
61-66	Item can nature lore 3/day (as the druid)
67-72	Item can deflect missiles 3/day (as the monk)
73-77	Item can cast *major image* 1/day
78-80	Item can cast *darkness* 3/day
81-83	Item can use *hold person* on an enemy 3/day
84-86	Item can *detect illusion* 3/day
87-89	Item can use *suggestion* 3/day
90-95	Item can use *locate object* 3/day
96-100	Item can use *cure moderate wounds* (2d8+3) on wielder 3/day

SENTIENT ITEM GREATER POWERS

d%	Power
01-06	Item can *detect opposing alignment* at will
07-10	Item can *detect undead* at will
11-13	Item can *cause fear* in an enemy at will
14-18	Item can use *holy word* on a foe 1/day
19-23	Item can use *dismissal* on a foe 1/day
24-28	Item can use *lesser globe of invulnerability* 1/day
29-33	Item can use *arcane eye* 1/day
34-37	Item has continuous *detect scrying* effect
38-41	Item creates *wall of fire* in a ring with the wielder at the center 1/day
42-45	Item can use *quench* on fires 3/day
46-50	Item has cast *prismatic spray* 2/day
51-54	Item can use *wall of wind* 3/day
55-59	Item can use *clairvoyance* 3/day
60-64	Item can create *magic circle* against opposing alignment at will
65-68	Item can use *haste* on its owner 3/day
69-73	Item can cast *light* as bright as daylight 3/day
74-76	Item can cast *mass heal* 1/day
77-80	Item can *teleport* 2/day
81-85	Item can cast *wall of thorns* 3/day
86-91	Item can *locate creature* 3/day
91-97	Item can use *fear* against foes 3/day
98-100	Item can use *detect thoughts* at will

A SENTIENT ITEM'S PURPOSE

Some sentient items, particularly those with Wills greater than 20, possess their own purpose. These purposes are always foremost in the item's thoughts. If their wielder does not pursue them, the item continually struggles for mastery of the character to force him to do its bidding.

EXAMPLES OF SENTIENT ITEM PURPOSES

d%	Purpose
01-20	Overthrow an alignment
21-30	Champion an alignment
31-40	Find its creator
41-50	Destroy its creator
51-55	Defeat/slay a particular creature type
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Destroy a deity and/or its followers
81-90	Defend a deity and/or its followers
91-95	Destroy the world
96-100	Choose one

CONTROLLING A SENTIENT ITEM

Sentient items may attempt to control those who own them. In this contest of wills, either the character or item wins out and imposes action on the other. Any time a character attempts to use a sentient item, and the action or character is against that item's alignment or is contrary to its own desires, the character must attempt to gain control of it. Control is gained by making a successful charisma saving throw (add all attribute bonuses plus level). The Challenge Level is equal to the sentient item's will. Furthermore, in this contest of wills any damage the character may have sustained effects the outcome of the saving throw. For every level's worth of hit points the character has taken in damage, their saving throw is penalized by one. For example: a 12th level bard, Amanoth, with a primary attribute of charisma 14 attempts to maintain control of a magic sword. The sword has a will of 17. The character rolls a 17, receives a +1 for his attribute modifier and a +12 for his level for a result of 30. The sword's will is subtracted, with a result of 13. The check is successful, and the character maintains control. However, if Amanoth had taken half his hit points in damage, the character would only add 6 to the roll for his level. The result is very different: 17 +1 + 6 for a total of 24. Once the sword's will is subtracted the final result is 7, and the check fails. The weapon now has command of the character.

If the saving throw is successful, the character gains control of the item for a full day. If the saving throw fails, the item gains control, and at least refuses to act in the desired manner. In extreme cases, the item can force the character to act how it desires.

LAND & TITLE

Titles and land are far more complex than other types of treasure, in that they are not found, used or spent. However, title and land can offer both the Castle Keeper and the player myriad opportunities for adventure, intrigue, role playing, and more. By awarding a patent of nobility, such as the title Knight, Baron, Count or even Duke, or by granting characters ownership of land, the Castle Keeper creates a situation where the character is now directly involved in the setting. This helps to capture the players' imagination and keep them interested in the game. Players are no longer passing through a story but have become more actively involved in one. The gold they've hoarded and the power they've garnered is put to good use building or repairing castles, towers, hiring and outfitting men-at-arms, and so forth. Furthermore, if players are aware that such treasures are possible, then they are given yet another aspiration. In the heart of even the greatest of barbarian warriors, is there not a seed of desire to trample the thrones of the civilized world beneath his feet?

Awarding land and title should not bog down a campaign or slow the character's adventuring career. Treasure of this nature should create a host of new opportunities and adventures as the high-level character becomes enmeshed in the intrigues and battles of courts, mighty wizards, guilds, and the like. Additionally, adventures can continue with little fear of property loss. Castles, towers, and manors are property; once given to administrators, the property is usually self-sufficient, even if the character is gone many months or years. Castle Keepers should take great care that a castle, title, tower, patent of nobility, or any other similar treasure does not prevent the player from fully playing the character. There is nothing wrong with an adventurer utterly abandoning his castle for 23 years and leaving it with no guards or administrators. Perhaps when he returns, it too will be another ruin to be explored and plundered.

Deciding when to award titles and land is a little more difficult than with other treasures. Generally, low-level characters should not be given lands and titles. If they are, the land should be small; a few dozen acres with no villages for support. Low-level characters are not going to be held in high regard by the populace, nor are they able to defend their holdings effectively. Higher level characters can be given small keeps, towers, or castles with several villages to support, including the main edifice and, perhaps, a small church as well. In any case, patents of nobility usually involve the title of Knight, though Baron may be bestowed on rare occasions. A knight's standing in a community is judged by the number of other knights they can field in battle, so a low-level character ennobled as a knight would be low on the "totem pole" when compared to their higher level brethren.

In general, if characters adventure in a region where they gain name recognition, or if they serve some powerful lord, priest, or wizard, they are able to gain land and titles as treasure. The following examples offer a good road map of when and how much to award. The following assumes low-level characters to be 1st-4th level, mid-level characters to be 5th-8th level and high-level to be 9th-12th level.

FIGHTER: Low-level fighters may earn enough recognition to gain 10 acres of land. This grant is unsettled land and requires extensive development. At mid-level, they are given honorary titles such as Ward of the First Gate, Captain of the Guard, or Commander, and an additional 10 acres of land. When they reach the high-level range, they gain a small castle, 2-20 men-at-arms, with 1-4 villages and 50 square miles of land, as well as full honors as a noble.

RANGER: Though not barred from land ownership, rangers do not generally strive for it. At low-level, they are made Keepers, and are given land to watch over. They are generally given room and board for free. At mid-level, they are made Wardens and given still more land to watch over. This comes with an annual stipend of 100 gp. At high-level, they are made Wardens of the Realm (or another similar title) and brought into the councils of lords. They are awarded property amounting to 100 square miles of land with 2-12 followers.

ROGUE/ASSASSIN: As often as they act alone, rogues and assassins work within a network of guilds. At low-level, they gain guild membership. At middle levels, they gain exemption from guild dues. At high levels, these masters of their craft are made guild leaders and given neighborhoods to control. Here, they can exact payment for protection and gain 1-6 followers.

BARBARIAN: Barbarians work within loose social structures. At low levels, they gain little but name recognition. At middle levels, they are recognized and given a seat on councils, and gain 2-12 followers. At high levels, barbarians are able to command respect and gather a further 2-40 followers.

MONK: Monks who are part of an order or guild are recognized as members of that guild at low levels. At mid levels, they are given honorary titles that allow them entrance to sacred sites and temples. At high levels, the monk is granted leave to command up to 4-16 low and 1-4 mid-level monks.

WIZARD/ ILLUSIONIST: These spellcasters walk long difficult roads, often alone and without the succor of their fellows. At low and middle levels, they gain little unless they are part of a guild. In that case, at middle levels, they are given limited access to the guild's libraries for study and advancement. At high levels, magic users are able to construct a tower and safeguard it against most magical attacks.

CLERIC: Clerical religious affiliations allow them to become members of a church, temple, or other ecclesiastical order at low levels. This comes with free room and board at any of their deities' holy grounds. As they gain power and recognition, they are able collect monies from their flock to fund their endeavors. Once per month, they can collect up to 1sp from each member of their flock in a town or village. At high levels, clerics gain a church or temple of their own with 1-12 acolytes.

DRUID: Druids revere the natural order more than any other. At low levels, they are given, or allowed to take, a seed from the plant that is most central to their sect. At mid-level, they are awarded a chest of hallowed dirt from the order's sacred ground. At high-level, they are able to found a grove, planting the seed with sanctified dirt. They gain 2-12 druidic followers after this.

KNIGHT: Knights are able to acquire lands and title quicker than any other class. At low levels, they are given 5 square miles of land and are allowed to take up a banner. At mid-level, they are given a patent of nobility, a signet ring, 50 square miles of land with 1-2 villages, and 2-12 men-at-arms. At high-level, they are given a castle, a further 25 square miles of land, 1-2 more villages, and a further 2-12 men-at-arms.

PALADIN: Paladins are the fighting arm of most good religions. At low levels, they gain recognition for their deeds and are awarded the right to bear the colors of their order. Doing so allows them to claim refuge, with room and board, on any ground holy to their order. At middle levels, they are granted honorary titles such as Temple Knight and can demand the aid of their holy brethren. This allows them to gain such services as healing and military support of up to 1-2 clerics and 2-8 hired men-at-arms. The period of service should not exceed 1 month. High-level paladins are given protectorates and made responsible for whole regions. They are given a manor house and 2-12 followers. These followers are 1st level paladins.

BARD: Bards serve many purposes, but their skills allow them to "pay" for services that would normally not be given away. At low levels, they are able to pay for 1 meal per day at taverns, inns, and similar establishments through song or recitation. At middle levels, as their names become more recognized, they are able to gain lodging as well as meals in towns and small castles. At high levels, their vast knowledge gains them recognition, and they are given a manor house with 2-12 men-at-arms. At this point, they often serve on council seats or entertain courts.

SERVICES

Awarding services as treasure can be as complex as awarding lands and titles. In general, services are offered to characters by non-player characters for a debt, reward, or for a like service; conversely, non-player characters may be pressed into serving victorious characters. Characters may gain this type of treasure by rescuing someone, doing a good deed, or being employed by another in some difficult task. The services awarded as treasure can be as complex or as simple as the Castle Keeper dictates.

There are advantages and disadvantages to using services as treasure, and this award should only be tendered when the Castle Keeper is prepared to have certain non-player characters perpetually involved in the game. Active NPCs that have joined, or been forced to join the party, offer the Castle Keeper a great conduit for information to the players. The NPC imparting information to their employers is far more believable and reliable than the Castle Keeper giving out information piecemeal through descriptive text or from non-involved NPCs. However, NPCs that are too active in the party run the risk of superceding the primary characters, leading their players to believe that their characters are not leading the party, but are being railroaded by their Castle Keeper. This last pitfall must be avoided at all costs.

Examples of what might constitute services as treasure include the following:

The party has rescued four warriors from a dungeon. In payment, the warriors offer their swords in service to the party for a specific amount of time.

The characters liberate a town from the depredations of a goblin band. In gratitude the townsfolk offer them full use of the smithy to repair weapons, free room and board at the inn, and healing in the local holy establishment.

The party has tracked and defeated an orc war party. The survivors include a half-orc thrall, that they force to guide them from the wilderness. In fear the half-orc guides them to safety...or may not, as the Castle Keeper wishes.

In a battle of wits, a wizard outsmarts a sphinx. The sphinx is forced to yield all the information it has on the surrounding countryside.

A ranger and his druidic companion have saved a community of sprites from a pack of hell hounds. The sprites promise to keep watch for the two for as long as they travel in the sprites' domain.

A knight has defeated a dragon that has been laying waste to a kingdom. The king grants him land, title and the services of all those who live on the land for the upkeep of the castle and villages, including 2-12 men-at-arms.

It is difficult to note when and how such treasure should be awarded. In fact, it is difficult to know when and how much of any treasure to offer embattled players and their characters. Table 1 offers a good guideline on things like gold, gems, jewelry, and magic, but there are no charts showing when and how to award land, titles, and services. Castle Keepers should carefully consider what should be gained. Each game and each campaign should be treated differently. Silver and gold coinage may be a constant, but what serves as treasure for one party, in one circumstance, is not necessarily good for another. Nonetheless, extraordinary items, jewelry, precious metals, land, titles, and magic items are more complex treasures, and it's important that the Castle Keeper know how and when to award treasure.

HOW & WHEN TO AWARD TREASURE

The amount and type of treasure that characters earn during the course of a campaign, or after a successful adventure, is determined by the Castle Keeper. Treasure often sets the tone, for good or ill, of a game. Additionally, it sets the tone of a Castle Keeper's style of play. Successful Castle Keepers use treasure to their advantage, learning both what the party needs and can use, what players desire, and what the campaign or adventure needs. The successful Castle Keeper also learns to dole out treasure sparingly, and only after some effort from the players, whether through combat or role playing.

Care should be taken in how much treasure is awarded and how it is distributed. Too much treasure is as bad as too little. If heaps of treasure are earned for little effort, the overall value of treasure drops. Awarding piles of gold, gems, jewelry, extraordinary items, and magic items to low-level characters who have cleaned out a dungeon leaves them with little or nothing to gain at higher levels. By mid-level, they've used many of the magic items and have tens of thousands of gold pieces to buy anything they want. The players become accustomed to magical items or wealth, and as the game progresses, the Castle Keeper is driven to give ever greater magical items and ever increasing wealth. The game quickly reaches a ceiling, and the characters are left with but a few brief, memorable encounters, but whole notebooks of wealth; wealth that they have no need for, or cannot or will not ever use. Players often become bored when the fantastic becomes the mundane. The opposite is true, as well. Players who struggle through desolate wastelands, overcome death defying obstacles, role play through complicated plots, solve riddles, and battle foes beyond imaging and are awarded just a few copper coins and a pouch of beans, often become justifiably frustrated. Games like this often fade away on their own, as players become disinterested at their own fruitless endeavors.

As a rule of thumb, low-level characters should gain enough coin to replenish their stocks, prepare for the next adventure, and improve their lot in life a little bit. At most, they should find only one or two extraordinary items, and a magic item only if it is small and has a generic use, such as a potion of healing. As the campaign progresses, and the players grow into their characters, the Castle Keeper learns what treasure the party could use, and more importantly, what treasure would add to the overall context of the game. By mid-level, a few magic items are gained, along with more wealth and extraordinary items. Still more magic items, wealth, lands and titles are gathered in towers, castles, and hoards as the characters enter higher levels. Long campaigns, made more difficult by a scarcity of treasure, are more memorable, leaving all with hard earned battle scars. Amidst all his heaps of treasure, the high-level fighter Ohthere Ironband can wear with pride a single golden armband that was taken from the body of an orc chieftain when he was but a stripling warrior. Some modifications to the above rule should be made and special circumstances should be considered for treasures like lands and titles. Some Castle Keepers run extremely expensive games, and characters may see their armor destroyed, shields rent, swords shattered, scrolls burned up, arrows spent, wands expended, and so forth. For such hard fought campaigns, more treasure than is allotted in the tables should be awarded to make up for the poverty of such victory.

TREASURE TABLES

The following pages set out a solid guideline for awarding treasure for monsters. The basic principle is that the treasure should be slightly less valuable than the encounter was difficult. Therefore, the amount of treasure awarded is determined by the power of the monster or encounter. In general, a creature's Treasure Rating is equal to its Hit Dice, or a bit less. In cases were a significant amount of a creature's Hit Dice come from sheer bulk, the Treasure Rating may be much less then the Hit Dice, but only in rare cases should a Treasure Rating be more than the Hit Dice. The amount of special characteristics or powers a creature has will obviously play into this equation, however the basic formula of Treasure Rating = HD should serve as a good starting point.

Each monster in Castles & Crusades is given a treasure type. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure, such as magic items, tend to carry and use them, leaving bulky and valuable monies and gems in their lair. Remember, creatures will use magic items!

Consult **TABLE 1.0:** Treasure to determine whether or not a creature has treasure.

TREASURE TYPE: Each creature has a treasure type ranging from 1-18, and is designated in the monster description. For example, a gibbering mouther has a treasure type 7. The treasure type determines the percentage chance of having a particular type of treasure. Some monsters may not have any treasure at all. Also, the amount of gold coin value listed is followed by a multiplier. This multiplier is used only when the creature is found in its lair.

% TO HAVE TREASURE: This column indicates the percentage chance for a creature to have that type of treasure.

COINS AND THEIR VALUE: The list provides the amount of coinage in gold pieces a creature might carry. This should be adjusted by the Castle Keeper as suits the game's need. Coinage is presented as a range of gold piece values. This number does not necessarily represent the amount of gold pieces possessed, it represents the total value of various coin types. The Castle Keeper must devise the exact number and type of coins found. In general, 10cp=1sp, 10sp=1gp and 10gp=1pp. However, these exchanges can be altered and coins can be large or small, debased or pure, and simple or ornate.

GEMS AND GEM VALUE ADJUSTMENT: Determine whether the treasure contains gems by rolling on the "% to Have Treasure column." If it has gems, determine the number of gems and then consult Table 2.0 to determine their value. When rolling on Table 2.0, any penalties accrued on Table 1.0 should be deducted from the percentile roll for Table 2.0. For instance, the Castle Keeper has determined that an orc has 4 gems in its possession. Consulting Table 2.0 to determine value results in a roll of 78. Deducting the -10 penalty for Gem Value Adjustment leaves the orc with an amazing 100gp gem. Do the same for each gem.

HOARDS: Several monsters are considered hoarding creatures. That is, these creatures gather, collect, and guard large hoards of treasure. Although the reason behind this escapes many, it matters little at the end of a battle. Hoarding creatures, when found in their lair, multiply the value amount of gold by 100, and get double the number of rolls and amounts of treasures indicated on all other charts.

EXTRAORDINARY ITEMS: Determine whether the treasure contains extraordinary items by rolling on the "% to Have Treasure column." If it has extraordinary items, determine the number found. Consult Table 3.0 to determine the type of item(s) found.

MAGIC ITEMS AND THE MAXIMUM EXPERIENCE POINT VALUE: Determine whether the treasure contains magic items by rolling on the "% to Have Treasure column." If it has magic items, determine the number found. The third column sets a suggested limit on the maximum experience point value of a magic item that a monster can have. For example, a 1 hit die monster could not have a magic item worth over 100 experience points. If a creature has magic items, consult Table 4.0 to determine the type of item(s) found. Re-roll as necessary to meet the previous parameter. This is merely a suggested amount and type and should be adjusted as necessary.

TABLE 1.0: TREASURE

TREASURE TYPE	COINS		GEMS			EXTRAORDINARY ITEMS		MAGIC ITEMS		
Type	% to have	Coin Value In Gold Pieces	% to have	Number of Gems	Gem Value Adjustment	% to have	Number of Items	% to have	Number of Items	Max. Xp Value of Item
1	50%	2d4(x10)	10%	1d4	-10	10%	1d2	5%	1	100
2	55%	4d4(x10)	20%	1d4+1	-8	20%	1d2+1	10%	1	200
3	60%	6d4(x10)	30%	1d4+2	-6	30%	1d2+2	15%	1	300
4	65%	8d4(x10)	40%	1d4+3	-4	40%	1d2+3	20%	1	500
5	70%	2d6(x50)	50%	1d6+2	-2	50%	1d4+2	30%	1d2	800
6	75%	4d6(x50)	60%	1d6+3	—	60%	1d4+3	40%	1d2	1300
7	80%	6d6(x50)	70%	1d6+4	—	70%	1d4+4	50%	1d2	2100
8	85%	8d6(x50)	80%	1d6+5	—	80%	1d4+5	60%	1d2	3400
9	90%	2d8(x100)	90%	1d8+4	—	90%	1d6+4	70%	1d3	5500
10	91%	4d8(x100)	91%	1d8+5	—	91%	1d6+5	80%	1d3	—
11	92%	6d8(x100)	92%	1d8+6	—	92%	1d6+6	90%	1d3	—
12	93%	8d8(x100)	93%	1d8+7	—	93%	1d6+7	92%	1d3	—
13	94%	2d10(x200)	94%	1d10+6	—	94%	1d8+6	94%	1d4	—
14	95%	4d10(x200)	95%	1d10+7	—	95%	1d8+7	96%	1d4	—
15	96%	6d10(x200)	96%	1d10+8	—	96%	1d8+8	98%	1d4	—
16	97%	8d10(x200)	97%	1d10+9	—	97%	1d8+9	99%	1d4	—
17	98%	2d12(x400)	98%	1d12+8	—	98%	1d8+8	100%	1d6	—
18	99%	4d12(x400)	99%	1d12+9	—	99%	1d8+9	100%	1d6	—

TABLE 2.0: GEMS

d%	GEMSTONE	GP VALUE
01-10	Amber, amethyst, jadeite	5
11-20	Precious opal, banded eye, malachite	10
21-40	Moonstone, pearl, lapis lazuli, tiger eye	25
41-60	Bloodstone, white agate, violet-blue sapphire	50
61-75	Whitish moonstone, common opal,	100
76-85	Green nephrite, peridot, amethyst	250
86-90	Violet or green garnet, fire opal, topaz	500
91-94	Emerald, black opal, tourmaline	1000
95-98	Star ruby, jade, sapphire (other than blue)	2500
99-00	Diamond, blood red ruby, blue sapphire	5000

TABLE 3.0: EXTRAORDINARY ITEMS

d20	TABLE
1-4	3.1 Expert weapons
5-8	3.2 Jewelry
9-12	3.3 Worn & Ceremonial Items
13-16	3.4 Hand Crafted Items
17-20	3.5 Antiquities

TABLE 3.1 EXPERT WEAPONS

d%	ITEM	GP VALUE
01–05	Arrow †	1
06–10	Battle Axe	100
11–15	Bolt †	12sp
16–20	Bow †	*
21–25	Crossbow †	*
26–30	Dagger	20
31–35	Dart	5
36–40	Flail †	*
41–45	Halberd	100
46–50	Hammer †	*
51–55	Hand Axe	40
56–60	Javelin	10
61–65	Lance †	*
66–70	Mace †	*
71–75	Morningstar	80
76–80	Scimitar	150
81–85	Spear †	*
86–90	Sword †	*
91–95	Trident	100
96–100	Two-Handed Axe	300

† Castle Keeper's Choice.

TABLE 3.2 JEWELRY

d%	ITEM	GP VALUE
01-05	Ankle Chain	see table 3.6
06-10	Arm Band	see table 3.6
11-15	Belt	see table 3.6
16-20	Bracelet	see table 3.6
21-25	Broach	see table 3.6
26-30	Buckle	see table 3.6
31-35	Button†	see table 3.6
36-40	Collar	see table 3.6
41-45	Choker	see table 3.6
46-50	Earrings	see table 3.6
51-55	Locket	see table 3.6
56-60	Medallion	see table 3.6
61-65	Necklace	see table 3.6
66-70	Pendent	see table 3.6
71-75	Ring	see table 3.6
76-80	Stud	see table 3.6
81-85	Tiara	see table 3.6
86-90	Toe Ring	see table 3.6
91-95	Torque	see table 3.6
96-00	Waist Chain	see table 3.6

†There are generally 2-4 buttons found, each button worth 1 gp.

TABLE 3.3 WORN & CEREMONIAL ITEMS

d%	ITEM	GP VALUE
01–05	Coronet	see table 3.6
06–10	Crown	see table 3.6
11–15	Orb	see table 3.6
16–20	Scepter	see table 3.6
21–25	Signet ring	see table 3.6
26–30	Holy symbol	see table 3.6
31–35	Holy water	see table 3.6
36–40	Idol	see table 3.6
41–45	Relic*	see table 3.6
46–50	Rune stones	see table 3.6
51–55	Fur coat	2d10
56–60	Hair shirt	1d10
61–65	Leather jerkin	2d10
66–70	Oilskin cloth	2d10
71–75	Silk garment	5d10
76–80	Gown	1d10
81–85	Hood	1d4
86–90	Mantle	1d4
91–95	Surcoat	3d10
96–100	Tabard	2d10

* Relics include bones of saints, iconographic statues, or anything else that may be holy to a religious group.

TABLE 3.4 HAND CRAFTED ITEMS

d%	ITEM	GP VALUE
01–05	Wooden bird cage	20
06–10	Ivory pipe	50
11–15	Paper, ink & quill*	15
16–20	Silver snuff box	100
21–25	Mechanical toy	2d10
26–30	China place settings†	2d6x10†
31–35	Crystal vase	10d10
36–40	Pewter goblet	2
41–45	Trencher, silver plated	4
46–50	Wooden gourd	1
51–55	Golden harp	see table 3.6
56–60	Hunter's horn	see table 3.6
61–65	Lute of Vaughn	120
66–70	Elven mandolin	100
71–75	Dragonclaw panpipes	500
76–80	Animal pelt‡	see below‡
81–85	Decorative egg	100
86–90	Statue	see table 3.6
91–95	Carved wood	see table 3.6
96–100	Miniature figurine	see table 3.6

* These should come in a scroll case or box.

† From 1-12 are found, value is per setting.

‡ Cured. The value of any pelt ranges from 10 gp to 1000 gp depending on locale and rarity.

TABLE 3.5 ANTIQUITIES

d%	ITEM	GP VALUE
01–05	Book(s)*	10d10 gp
06–10	Chart(s)*	5d10 gp
11–15	Map*	5d10 gp
16–20	Scroll	10d10 gp
21–25	Stone Tablet	10d10x10 gp
26–30	Banner	250 gp
31–35	Painting	10d10x10 gp
36–40	Rug	10d10 gp
41–45	Tapestry	10d10x100 gp
46–50	Trophy	10d10 gp
51–55	Brazier	see table 3.6
56–60	Candelabra	see table 3.6
61–65	Coffer	see table 3.6
66–70	Mirror	see table 3.6
71–75	Urn	see table 3.6
76–80	Death Mask	see table 3.6
81–85	Hour Glass	see table 3.6
86–90	Music Box	see table 3.6
91–95	Wine	2d10x10 gp
96–100	Troll Knuckles	see table 3.6

* Books, charts and maps can contain anything from histories and geographical references to treasure maps and nautical charts.

TABLE 3.6 VALUE

d%	DESCRIPTION	AVERAGE GP VALUE
01-02	Clay	10
03-08	Wood	50
09-11	Wood with silver inlay	100
12-13	Wood with gold inlay	250
14	Wood with gemstones	500
15-19	Stone	100
20-23	Stone with gemstones	500
24	Bone with jewels	1000
25-34	Silver	250
35-39	Silver with gold	500
40-44	Silver with platinum	750
45-50	Silver with gemstones	1250
51-53	Ivory	500
54-56	Ivory with silver	750
57-58	Ivory with gold	1000
59-60	Ivory with gemstones	3000
61-63	Jade*	750
64-67	Jade* with ivory	1000
68-70	Jade* silver or gold	1250
71-72	Jade* with platinum	2000
73-74	Jade* with gemstones	5000
75-86	Gold	1000
87-89	Gold with platinum	3500
90-93	Gold with gemstones	7500
94-96	Platinum	10000
97-98	Platinum with gemstones	15000
99	Platinum with mithril	20000
100	Mithril	50000

*Or other precious stone.

*The addition of gems to pieces of jewelry also increases the value of each item. Also, items that are intricately designed should possess a greater value.

TABLE 4.0: MAGIC ITEM GENERATION

d%	TABLE
1-15	4.1 Potions
16-30	4.2 Scroll
31-45	4.3 Weapon
46-60	4.4 Armor & Shields
61-80	4.5 Miscellaneous Magic
81-90	4.6 Rings
91-97	4.7 Rods, Staves, Wands
98-99	4.8 Cursed Items
100	4.9 Artifacts

TABLE 4.1: POTIONS

d%	POTION	VALUE	EXP
01-03	Aid	400	200
04-06	Bless (oil)	300	100
07-09	Blur	400	200
10-12	Clairaudience/Clairvoyance	500	300
13-15	Cure Light Wounds	300	100
16-18	Cure Serious Wounds	500	300
19-21	Cure Critical Wounds	700	500
22-24	Delay Poison	400	200
25-27	Endure Elements	300	100
28-30	Fly	500	300
31-33	Gaseous Form	500	300
34-36	Giant Strength*	700	500
37-39	Haste	500	300
40-42	Heal	800	600
43-45	Invisibility (potion or oil)	400	200
46-48	Levitation (potion or oil)	400	200
49-51	Longevity*	12,000	1,500
52-54	Neutralize Poison	600	400
55-57	Nondetection	500	300
58-60	Pass without Trace	300	100
61-63	Protection from Alignment*	300	100
64-66	Protection from Arrows	500	300
67-69	Remove Blindness/deafness	500	300
70-72	Remove Curse	500	300
73-75	Remove Disease	500	300
76-78	Remove Paralysis	400	200
79-81	Restoration	700	400
82-84	Sanctuary	300	100
85-87	Shield of Faith +2	300	100
88-90	Spider Climb	300	100
91-93	Tongues	500	300
94-96	Water Breathing	500	300
97-99	Water Walk	900	700
100	Trap the Soul	1,100	900

* These potions are as described in the explanatory text.

TABLE 4.2: SCROLLS

d%	SPELL	VALUE	EXP
01–08	1 Spell Level*	300	100
09-16	2 Spell Levels*	400	200
17-24	3 Spell Levels*	500	300
25-32	4 Spell Levels	600	400
33-40	5 Spell Levels	700	500
41-45	6 Spell Levels	800	600
46-50	7 Spell Levels	900	700
51-55	8 Spell Levels	1000	800
56-60	9 Spell Levels	1100	900
61-65	10 Spell Levels	1200	1000
66-68	11 Spell Levels	1300	1100
69-71	12 Spell Levels	1400	1200
72-74	13 Spell Levels	1500	1300
75-77	14 Spell Levels	1600	1400
78-80	15 Spell Levels	1700	1500
81-82	Teleport without Error	900	700
83-84	Symbol	1000	800
85-86	Trap the Soul	1100	900
87-88	Time Stop	1100	900
89-90	True Resurrection	1100	900
91-92	Mass Heal	1000	800
93-94	Gate	1100	900
95-96	Create Greater Undead	1000	800
97-98	Shape Change	1100	900
99-00	Clone	1100	900

* The Castle Keeper can choose any number of magic spells that equal the number given. For example for the 3 spell levels the Castle Keeper may choose to have 1 first and 1 second level spell.

TABLE 4.3: WEAPONS

d%	WEAPON
01–40	4.3a Swords
41-50	4.3c Special Sword
51-90	4.3d Miscellaneous Weapons
91-00	4.3e Special Weapon

TABLE 4.3A: SWORDS

d%	SWORD TYPE*
01–10	Bastard Sword
11–30	Broad Sword, Falchion
31–50	Short Sword, Scimitar, Rapier
51–90	Long Sword
91–00	Two Handed Sword

* Roll on Table 4.3B to determine weapon bonus.

TABLE 4.3B: WEAPON BONUS

d%	TYPE	GP VALUE	EXP
01–45	+1	1,000	250
46-75	+2	4,000	750
76-90	+3	9,000	1,200
91-98	+4	16,000	1,750
99-00	+5	25,000	2,500

TABLE 4.3C: SPECIAL SWORDS*

d%	SWORD TYPE	GP VALUE	EXP
01-08	Bane Sword	13,500	4,500
09-16	Sword of Dancing	12,500	4,100
17-24	Sword of Defending	24,500	8,100
25-32	Dragon Slayer	29,000	7,250
33-36	Featheredged Sword	31,750	15,000
37-44	Flaming Sword	7,750	2,000
45-52	Frost Bane	13,725	3,000
53-56	Holy Avenger	55,000	27,000
5760	Sword of Life Stealing	17,000	5,600
61-68	Luck Blade	21,500	7,100
69-72	Nine Lives Stealer	8,500	2,800
73-80	Sword of Puncturing	12,000	3,000
81-88	Sylvan Sword	10,000	3,000
89-92	Vorpal Sword	38,750	19,000
93-00	Sword of Wounding	16,000	5,300

* Unless otherwise specified in text roll on Table 4.3A: Swords to determine what type of sword the special blade is.

TABLE 4.3D: MISCELLANEOUS WEAPONS

d%	WEAPON TYPE*	GP VALUE**	EXP
01–02	10 Arrow †	1000-25,000	250-2,500
03-04	Axe, battle	1000-25,000	250-2,500
09-12	Axe, hand/throwing	1000-25,000	250-2,500
13-16	Axe, two-handed	1000-25,000	250-2,500
17-20	Bardiche	1000-25,000	250-2,500
21-24	10 Bolt †	1000-25,000	250-2,500
25-28	Bow †	1000-25,000	250-2,500
29-32	Club	1000-25,000	250-2,500
33-36	Crossbow †	1000-25,000	250-2,500
37-40	Crowbill (Lucerne)	1000-25,000	250-2,500
41-44	Dagger	1000-25,000	250-2,500
45-48	Dart	1000-25,000	250-2,500
49-52	Flail †	1000-25,000	250-2,500
53-56	Halberd	1000-25,000	250-2,500
57-60	Hammer †	1000-25,000	250-2,500
61-64	Javelin	1000-25,000	250-2,500
65-68	Lance †	1000-25,000	250-2,500
69-72	Mace †	1000-25,000	250-2,500
73-76	Morningstar	1000-25,000	250-2,500
77-80	Pole arm †	1000-25,000	250-2,500
81-84	Sling	1000-25,000	250-2,500
85-88	Spear †	1000-25,000	250-2,500
89-92	Staff	1000-25,000	250-2,500
93-96	Trident	1000-25,000	250-2,500
97-00	Whip	1000-25,000	250-2,500

* Roll on Table 4.3B to determine weapon bonus.

** The value is based off the bonus of the item. Consult Table 4.4A: Armor Bonus for approximate values and experience point value.

†Castle Keeper's Choice, refer to asterix for value.

TABLE 4.3E: SPECIAL MISCELLANEOUS WEAPONS*

d%	WEAPON TYPE	GP VALUE	EXP
01-08	Bane Weapon	13,500	4,500
09-16	Dagger of Venom	4,750	1,070
17-24	Dwarven Thrower	18,000	6,000
25-28	Featheredged Axe	31,750	15,000
29-36	Javelin of Lightening	4,500	450
37-40	Mace of Disruption	25,500	8,500
41-48	Mace of Smiting	17,500	5,800
49-56	Mace of Terror	8,500	2,100
57-60	Nine Lives Stealer	8,500	2,800
61-64	Oath Bow	25,000	5,000
85-68	Slaying Arrow/Bolt	9,500	2,300
69-76	Sleep Arrow/Bolt	1,250	350
77-84	Sylvan Weapon	10,000	3,000
85-92	Trident of Fish Command	5,000	1,200
93-00	Weapon of Wounding	16,000	5,300

* Unless otherwise specified roll on Table 4.3B: Miscellaneous Weapons to determine what type of sword the special blade is.

TABLE 4.4: ARMOR AND SHIELDS*

d%	ARMOR	GP VALUE*	EXP
01-04	Medium shield	1000-25,000	250-2,500
05-07	Large shield	1000-25,000	250-2,500
08–12	Padded	1000-25,000	250-2,500
13–28	Leather	1000-25,000	250-2,500
29–35	Studded leather	1000-25,000	250-2,500
36–45	Ring mail	1000-25,000	250-2,500
46–50	Chain shirt	1000-25,000	250-2,500
51– 60	Hide	1000-25,000	250-2,500
61–70	Scale mail	1000-25,000	250-2,500
71– 75	Chainmail	1000-25,000	250-2,500
76– 85	Breastplate	1000-25,000	250-2,500
86– 90	Splint mail	1000-25,000	250-2,500
91-95	Banded mail	1000-25,000	250-2,500
96–98	Plate mail	1000-25,000	250-2,500
99-00	Full plate	1000-25,000	250-2,500

* The value is based off the bonus of the item. Consult Table 4.4A: Armor Bonus for approximate values and experience point value.

TABLE 4.4A: ARMOR BONUS

d%	TYPE	GP VALUE	EXP
01–45	+1	1,000	250
46-75	+2	4,000	750
76-90	+3	9,000	1,200
91-98	+4	16,000	1,750
99-00	+5	25,000	2,500

TABLE 4.4B: RANDOM ARMOR TYPE

d%	ITEM	GP VALUE	EXP
01-20	Animated shield	3,200	1,500
21-40	Bashing shield	4,750	1,170
41-60	Blinding shield	3,750	900
61-70	Lions shield	8,500	2,000
71-76	Cold/Fire resistance*	7,750	1,700
77-82	Dwarven plate	16,000	3,000
83-88	Elven chain	16,000	3,000
89-90	Plate of Etherealness	9,000	3,500
91-95	Plate Armor of the Deep	4,500	1,500
96-00	Spell resistance*	1,000-25,000	**

* For armor, roll on Table 4.4A Random Armor Type to determine the type of armor found.
** 100 per spell levels.

TABLE 4.5: MISCELLANEOUS MAGIC

d%	ITEM
01-20	Miscellaneous Magic 4.5A
21-40	Miscellaneous Magic 4.5B
41-60	Miscellaneous Magic 4.5C
61-80	Miscellaneous Magic 4.5D
81-00	Miscellaneous Magic 4.5E

TABLE 4.5A

d%	ITEM	VALUE	EXP
01-04	Amulet of Health	4000-36,000*	500 per bonus
05-08	Amulet of Mighty Fists	1,000-25,000*	500 per bonus
09-12	Amulet of Natural Armor	1,000-25,000*	500 per bonus
13-16	Amulet of the Planes	20,250	6,750
17-20	Bag of Holding	25,500	8,500
21-24	Bag of Tricks	1,000/4,000/16,000	300/1,250/3,000
25-28	Belt of Giant Strength	10,000-60,000	1,000
29-32	Blessed Book	112,000	**
33-36	Boat, Folding	17,500	1,750
37-40	Boots of Elvenkind	13,500	3,500
41-44	Boots of Levitation	11,000	2,500
45-48	Boots of Speed	12,750	1,275
49-52	Boots of Striding and Springing	9,000	900
53-56	Boots of Teleportation	20,250	6,750
57-60	Boots of the Winterlands	9,500	950
61-64	Bowl of Commanding Water Elementals	25,500	8,500
65-68	Bracers of Armor	1,000-25,000*	500 per bonus
69-72	Bracers of Deflection	13,500	4,500
73-76	Brazier of Commanding Fire Elementals	10,000-60,000	8,500
77-80	Brooch of Shielding	11,500	1,150
81-84	Broom of Flying	12,750	4,250
85-88	Candle of Invocation	22,000	7,300
89-92	Cape of the Mountebank	16,000	1,600
93-96	Carpet of Flying	17,250	5,750
97-00	Censer of Controlling Air Elementals	10,000-60,000	8,500

* 1000gp (+1), 4,000gp(+2), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)
** 100 exp per spell level found in the book that the Wizard does not already possess.

TABLE 4.5B

d%	ITEM	VALUE	EXP
01-04	Chime of Interruption	13,500	1,350
05-08	Chime of Opening	10,500	1,050
09-12	Circlet of Persuasion	11,250	1,125
13-16	Cloak of Arachnida	17,500	1,750
17-20	Cloak of the Bat	13,500	3,000
21-24	Cloak of Charisma	4,000-25,000*	500 per bonus
25-28	Cloak of Displacement	17,000	1,700
29-32	Cloak of Elvenkind	15,500	3,000
33-36	Cloak of Etherealness	11,250	2,500
37-40	Cloak of the Manta Ray	9,000	2,500
41-44	Cloak of Resistance	1,000-25,000*	500 per bonus
45-48	Crystal Ball	**	**
49-52	Cube of Force	47,250	4,000
53-56	Cube of Frost Resistance	12,750	1,270
57-60	Cubic Gate	24,750	4,500
61-64	Decanter of Endless Water	13,500	1,350
65-68	Drums of Panic	4,750	475
69-72	Dust of Appearance	8,500	850
73-76	Dust of Disappearance	5,500	550
77-80	Dust of Illusion	5,500	550
81-84	Efficient Quiver	8,500	850
85-88	Efreeti Bottle	47,250	4,700
89-92	Elemental Gem	20,250	2,000
93-96	Eversmoking Bottle	4,250	425
97-00	Eyes of Doom	***	007

* 1000gp (+1), 4,000gp(+2), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)
** Refer to text
*** Free round at the House of Sludge

TABLE 4.5C

d%	ITEM	VALUE	EXP
01-04	Eyes of the Eagle	4,250	425
05-08	Figurines of Wondrous Power	*	*
09-12	Feather Token	4,500	450
13-16	Gauntlets of Ogre Power	9,500	950
17-20	Gem of Brightness	17,750	2,000
21-24	Gem of Seeing	15,250	1,500
25-28	Gloves of Dexterity	1,000-25,000**	500 per bonus
29-32	Gloves of Swimming and Climbing	9,000	900
33-36	Handy Haversack	12,250	1,225
37-40	Harp of Charming	7,750	2,000
41-44	Hat of Disguise	5,500	550
45-48	Helm of Brilliance	34,750	3,000
49-52	Helm of Comprehend Language & Read Magic	4,250	425
53-56	Helm of Telepathy	17,250	3,450
57-60	Helm of Teleportation	20,250	2,250
61-64	Helm of Underwater Action	4,500	1,125
65-68	Horn of Blasting	17,500	1,750
69-72	Horn of Fog	4,250	425
73-76	Horn of Goodness/Evil	4,250	1,050
77-80	Horn of the Tritons	12,500	2,500
81-84	Horn of Valhalla	32,000	1.250***
85-88	Horseshoes of Speed	7,750	775
89-92	Horseshoes of the Zephyr	9,750	975
93-96	Instant Fortress	22,5000	2,250
97-00	Ioun Stones	See text	See text

* See text for value.
** 1000gp (+1), 4,000gp(+2), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)
*** Doubles with each horn

TABLE 4.5D

d%	ITEM	VALUE	EXP
01-04	Iron Bands of Binding	17,500	1,750
05-08	Iron Flask	–	–
09-12	Lyre of Building	13,500	2,000
13-16	Mantle of Spell Resistance	120,000	100 per spell
17-20	Manual of Bodily Health	10,000-60,000	500 per bonus
21-24	Manual of Gainful Exercise	10,000-60,000	500 per bonus
25-28	Manual of Quickness of Action	10,000-60,000	500 per bonus
29-32	Mattock of the Titans	11,500	1,150
33-36	Maul of the Titans	13,500	1,350
37-40	Medallion of Thoughts	5,500	1,500
41-44	Mirror of Life Trapping	39,000	2,300
45-48	Mirror of Mental Prowess	37,250	3,720
49-52	Mirror of Opposition	25,600	2,560
53-56	Necklace of Adaptation	4,500	450
57-60	Necklace of Fireballs	See text	See text
61-64	Orb of Storms	49,500	2,500
65-68	Pearl of Power	1,000-81,000*	**
69-72	Pearl of the Sirens	13,500	1,350
73-76	Periapt of Health	9,500	950
77-80	Periapt of Proof Against Poison	9,500	950
81-84	Periapt of Wisdom	1,000-25,000*	500 per bonus
85-88	Periapt of Wound Closure	17,000	1,000
89-92	Phylactery of Faithfulness	5,500	1,250
93-96	Phylactery of Undead Turning	16,000	1,600
97-00	Pipes of the Sewers	7,500	750

* 1000gp (1st), 4,000gp (2nd), 9,000 (3rd), 16,000gp (4th), 25,000gp (5th), 36,000gp (6th), 49,000gp (7th), 64,000gp (8th), 81,000gp (9th)

** 1,000 per level of spell

TABLE 4.5E

d%	ITEM	VALUE	EXP
01-04	Portable Hole	29,250	2,950
05-08	Restorative Ointment	5,500	550
09-12	Ring Gates	30,500*	3,050
13-16	Robe of the Arch-magi	75,000	7,500
17-20	Robe of Blending	23,000	2,300
21-24	Robe of Eyes	17,500	1,750
25-28	Robe of Scintillating Colors	13,500	1,350
29-32	Robe of Useful Items	14,000	1,400
33-36	Rope of Climbing	5,750	575
37-40	Rope of Entanglement	7,750	775
41-44	Scabbard of Sharpness	17,500	1,700
45-48	Scarab of Protection	34,000	1,200
49-52	Shrouds of Disintegration	1,650	165
53-56	Slippers of Spider Climbing	9,000	900
57-60	Stone of Alarm	1,400	140
61-64	Stone of Controlling Earth Elementals	10,000-60,000	8,500
65-68	Stone of Good Luck	4,250	425
69-72	Stone Horse	8,500	850

TABLE 4.5E CONTINUED

d%	ITEM	VALUE	EXP
73-76	Strand of Prayer Beads	***	***
77-80	Tome of Clear Thought	1,000-25,000*	500 per bonus
81-84	Tome of Leadership and Influence	1,000-25,000*	500 per bonus
85-88	Tome of Understanding	1,000-25,000*	500 per bonus
89-92	Well of Many Worlds	40,450	2,000
93-96	Wind Fans	5,500	550
97-00	Wings of Flying	15,750	1,575

* If both rings are found together, if found singly they are valued at collector's market value.

** 1000gp (+1), 4,000gp(+2), 16,000gp (+4), 25,000gp (+5), 36,000gp (+6)

*** See text

TABLE 4.6: RINGS

d%	ITEM	GP VALUE	EXP
01-04	Animal Friendship	1,650	330
05-08	Blinking	9,800	1,960
09-12	Chameleon Power	5,800	1,160
13-16	Climbing	2,800	560
17-20	Counter Spells	5,050	1,010
21	Elemental Command*	45,000	9,000
22-25	Energy Resistance	25,000	5,000
26-29	Evasion	14,800	2,960
30-33	Feather Falling	1,550	310
34-37	Force Shield	5,050	1,010
38-41	Freedom of Movement	8,300	1,660
42-45	Friend Shield	6,050	1,210
46	Invisibility	5,800	1,160
47-50	Jumping	1,550	310
51-54	Mind Shielding	5,800	1,160
55-58	Protection	**	**
59-62	Ram	5,800	1,160
63	Regeneration	24,050	4,810
64-67	Shooting Stars	9,300	1,860
68-71	Spell Storing†	†	†
72-75	Spell Turning	41,800	8,360
76-79	Sustenance	2,800	560
80-83	Swimming	1,300	260
84-87	Telekinesis	12,550	2,510
88	Three Wishes	114,750	5,000
89-92	Water Walking	5,800	1,160
93-96	Wizardry	† †	† †
97-00	X-Ray Vision	9,300	930

* There are four types of Rings of Elemental Command

** 2,300gp (+1), 5,300gp(+2), 17,300gp (+4), 26,300gp (+5), 37,300gp (+6); experience value is 20% of gold piece value.

† There are three types of Rings of Spell Storing; value is as follows 5,050gp (minor), 12,550gp (standard), 38,000gp (major); experience value is 20% of gold piece value.

† † 20,000gp (Minor), 40,000gp (Wizardry), 70,000gp (Major), 100,000gp (Arch); 1,000 per level of spell.

TABLE 4.7: RODS, STAVES, WANDS

d%	ITEM	GP VALUE	EXP
01-04	Rod of Absorption	50,000	8,300
05	Rod of Cancellation	13,500	2,250
06	Rod of Lordly Might	20,500	3,400
07-10	Rod of Negation	9,500	1,500
11-14	Rod of Python	8,750	1,400
15-18	Rod of Rulership	20,000	3,200
19-22	Rod of Thunder & Lightening	29,000	4,800
23-26	Rod of Withering	25,000	4,000
27-30	Rod of Wonder	13,500	2,250
31-34	Staff of Abjuration	54,000	9,000
35-38	Staff of Conjuration	47,000	7,800
39-42	Staff of Evocation	47,000	7,880
43-46	Staff of Fire	23,000	3,800
47-50	Staff of Frost	32,500	5,400
51-54	Staff of Healing	31,000	5,100
55-58	Staff of Power	72,000	12,000
59	Staff of Resurrection	41,000	6,800
60-63	Staff of Woodlands	42,000	7,000
64-67	Wand of Color Spray	12,250	2,000
68-71	Wand of Darkness	12,250	2,000
72-75	Wand of Dispel Magic	16,750	2,800
76-79	Wand of Illusion	22,000	3,600
80	Wand of Invisibility	31,000	5,000
81-84	Wand of Levitation	26,000	4,300
85-88	Wand of Magic Missile	12,250	2,000
89-92	Wand of Polymorph	23,000	3,800
93-96	Wand of Restoration	18,000	3,000
97-00	Wand of Suggestion	14,500	2,400

TABLE 4.8: CURSED ITEMS*

d%	ITEM
01-04	Amulet of Inescapable Location
05-08	Armor of Rage
09-12	Bag of Devouring
13-16	Boots of Dancing
17-20	Bracers of Defenselessness
21-24	Flask of Curses
25-28	Gauntlets of Fumbling
29-32	Helm of Opposite Alignment
33-36	Incense of Obsession
37-40	Mace of Blood
41-44	Medallion of Thought Projection
45-48	Necklace of Strangulation
49-52	Net of Snaring
53-56	Periapt of Foul Rotting
57-60	Potion of Poison
61-64	Robe of Powerlessness
65-68	Robe of Vermin
69-72	Ring of Clumsiness
73-76	Scarab of Death
77-80	Spear, Cursed Backbiter
81-84	Stone of Weight
85-88	-2 Cursed Sword
89-92	Sword Berserking
92-96	Vacuous Grimoire
97-00	Zane's Ire

* These items bring no experience points and have no intrinsic value.

TABLE 4.9: ARTIFACTS*

d%	ITEM
01-05	Book of Infinite Spells
06-13	Deck of Many Things
14-21	Hammer of Thunderbolts
22-29	Moaning Diamond
30-34	Orbs of Dragonkind
35-42	Philosopher's Stone
43-50	Saint's Mace
51-58	Shadowstaff
59-66	Shield of the Sun
67-71	Sphere of Annihilation
72-76	Staff of the Magi
77-84	Talisman of Pure Good
85-92	Talisman of the Sphere
93-00	Talisman of Ultimate Evil

* These items bring no experience points and are considered priceless and beyond value.

MAGIC TREASURE

POTIONS

A potion is a liquid with enchantments cast upon it that produces its effect when imbibed. When drunk, they have the same effect upon the imbiber as if a similar spell was cast upon them, but the brewer of the potion controls the final result. A typical potion or oil consists of 1 ounce of liquid, enough for one dose, held in a container (flask, vial, etc.) made of skin, wood, metal, glass or another substance. In addition to the standard methods of identification, characters can sample each potion they find to attempt to determine the nature of the liquid inside. An experienced character can learn to identify potions by memory.

Unless specifically noted below, all potions are treated as the spell of the same name. Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature. Most potion affects can be determined by the spell they reference. The following are examples.

Giant Strength: This potion conveys a strength of 19 or higher, determined by rolling a d6. It lasts 10 minutes.

1	Str 19	(+3)
2	Str 20	(+4)
3	Str 21	(+4)
4	Str 22	(+5)
5	Str 23	(+5)
6	Str 24	(+6)

Longevity: An elixir of youth. If an entire potion of longevity is consumed, the character becomes younger, shedding 2-12 years off of their age. There is a small percentage chance that the potion will have the reverse effect and age the character 1-6 years instead. The Castle Keeper must determine this chance based on campaign and situation.

Protection from Alignment: This offers protection from chaos/evil/good/law. Once consumed, the character gains +2 to their AC and saving throws versus the particular alignment the potion was brewed against. This lasts for 2 rounds per level of the creator.

Trap the Soul: This potion is a greenish, thick liquid, usually held in a crystal jar. Within the jar is a small topaz gem. The potion has no taste. Consuming the potion forces the user into the gem as if by a *trap the soul* spell.

SCROLLS

The components and power of a spell or spells can be stored in written form on a magic scroll. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is cast or activated. Using a scroll is like casting a spell, though a spell caster of any level can cast the spells on the scroll: i.e. a 1st level cleric could cast a 3rd level cleric spell scroll.

Scrolls come in a wide variety of shapes and sizes. Typically, they come on a sheet of fine vellum or similar high-quality paper. But they can also be written on animal hide, bone, or a similar surface. The scroll's creator is going to determine what form and type the scroll itself takes. The spell itself is written on the surface in a magical script so that only a caster of the same spell type can read it, unless possessed some other means of reading magical writing. To decipher a scroll with arcane magic spells on it, a wizard or illusionist must first cast *read magic* on it. Once the wizard successfully casts *read magic*, they can attempt to either add the new spell to their spell book or use the scroll by casting the spell from it.

The spell inscribed upon a scroll acts in all respects as that spell does when normally cast. The only exception is that components are not needed, as they have been used during the process of scroll enchantment. Unless otherwise noted in the scroll description, casting times remain the same as the spell. The following are examples:

Restoration: This spell acts as the 4th level cleric spell.

Protection: A scroll of protection contains a magical spell that serves to completely protect the caster against a certain type of attack or creature. The nature of the magical protection is only limited by the Castle Keeper's imagination. The protection can be, but is not limited to, one of the following types of protective spells: evil/good/chaos/law, the undead, lycanthropes and magic. The spell lasts for 8 turns. Protection scrolls can be used by any class.

Anti-Magic Shell: This spell acts as the 6th level wizard spell and negates all magic within a mobile 20-ft. diameter sphere, centered around the caster. This lasts for 10 turns.

Heal: The *heal* spell scroll automatically heals all damage to the recipient, including broken bones.

WEAPONS

Magic weapons are imbued with a wide variety of abilities that improve the wielder's proficiency in combat. Magical weapons typically grant bonuses ranging from +1 to +5. These bonuses are applied to both the base to hit (BtH) roll and the damage roll. Weapons are divided into swords and miscellaneous categories.

The following lists detail the magic power a weapon may have and are followed by specific types of miscellaneous weapons and specific magic swords.

+3 Bane: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3, and it inflicts an extra 2d6 points of damage against the foe as well.

The foe of the weapon should be determined prior to the adventure by the Castle Keeper, or rolled randomly on the table below using a d12:

1	Undead
2	Creatures able to cast spell
3-4	Orc
5-6	Goblin
7-8	Giant
9-10	Lycanthropes
11	Demons/Devils
12	Dragons

+2 Sword of Dancing: As a normal action, a dancing sword can be activated to attack on its own. It attacks with the BtH of the one who invoked its magic, and fights for 4 rounds. On the fifth round, it becomes inert and loses any ability to move or float on its own. While dancing, the sword makes all movement and saving throws equal to the rolls of the creature who invoked its magic. If the wielder who activated it has an unoccupied hand, they can grasp the sword while it is attacking and still perform any other action during that round. However, when so retrieved, the sword may not attack on its own again for 4 more rounds. The dancing sword accompanies the person who activated it whether they move by physical or magical means.

+4 Sword of Defending: A sword of defending allows the wielder to transfer some or all of the sword's magical bonus to his armor class. Any bonus transferred to armor class is not added to the attack roll.

+2/+4 Dragon Slayer: The dragonslayer is normally a +2 blade, but when pitted against any dragon, the weapon's BtH bonus increases to +4. When used against a particular type of dragon, the sword does double damage. The type of dragon is determined on the chart below by rolling a d10.

1	Black	6	Brass
2	Blue	7	Bronze
3	Green	8	Copper
4	Red	9	Gold
5	White	10	Silver

+3 Featheredged Sword: A featheredged sword is a magical blade with an extremely keen edge. A featheredged sword has a bonus of +3 to hit and +1 damage. However, on a non-modified roll of 18-20 it severs a limb/hand/foot or head. Roll a percentile dice to determine the affect on the table below.

d%	Area
01-11	Left hand
12-22	Right hand
23-33	Left arm
34-44	Right arm
45-55	Left foot
56-66	Right foot
67-77	Left leg
78-88	Right leg
89-00	Head

+2 Flaming Sword: Upon the command of its wielder, a flaming weapon wreaths itself in a blaze of fire, dealing an extra 1d6 of damage to opponents upon a successful hit, and an extra 2d6 against cold-based creatures. This flame does not harm the sword's wielder and may be cancelled by another command.

+3 Frost Brand: This +3 sword's blade is coated within a bluish surface of icy cold magics. The cold does not harm the wielder. It sheds light as a torch when the temperature drops below 0°F. At such times, it cannot be concealed when drawn, nor can its light be shut off. Anyone who wields the *frost brand* is protected from all fire. The sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take. The sword deals double damage against all fire-based creatures.

+2 (+5) Holy Avenger: This +2 iron sword becomes a +5 holy sword in the hands of a paladin. It deals double damage against all targets of evil alignment. It provides a spell resistance of 5 + the paladin's level to the wielder and anyone immediately adjacent to her. It also enables the wielder to use *dispel magic* (once per round as a normal action) at the class level of the paladin. It inflicts 2d20 points of damage to any evil aligned creature that attempts to wield it.

+2 Sword of Life Stealing: This ebony iron +2 sword, forged with black magics and bathed in the blood of living sacrifices, has a terrible power that manifests upon a natural 20 on an attack roll. If this happens, the weapon drains a character level from its victim and grants 1d6 temporary hit points to its wielder. These temporary hit points last for one day, and any victim who survives such a strike from a life stealer must make a constitution saving throw for each level lost. If successful, the level will return in 1d4 days or with a *restoration* spell. If failed, the level is lost permanently and the victim's experience points are moved to the mid point of points required for the previous level (as if struck by undead).

+2 Luck Blade: This +2 sword gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the benefit of "Good Fortune", usable once per day. This extraordinary ability allows its wielder to re roll any single roll the wielder wishes. However, the roll must be the last roll made by the player, and whatever the result is, the new roll must be accepted. In addition, a luck blade has a 5% chance to contain 1-3 wishes. When the last wish is used, the sword retains all of its other abilities and properties.

+2 Nine Lives Stealer: This sword always performs as a +2 sword, but it also has the power to draw the life force from an opponent as the undead do. If the wielder of this sword rolls a natural 20 to hit, then the victim of this blade must make a constitution saving throw at a CL 2 or be struck dead. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 sword (with a hint of evil about it).

This weapon is tainted with the evil magics of its creation and purpose, and any good creature who wields it will suffer a –2 to their BtH, Attribute rolls, and saving throws until the weapon is no longer owned. No spell can reverse this penalty; only abjuring the weapon itself will negate the penalties.

+2 Sword of Puncturing: Three times per day, this +2 wounding sword allows the wielder to inflict 1d6 points of constitution damage (by draining blood from its victim) with a successful hit.

+3 Sylvan Blade: This +3 blade, when used outdoors in a woodland climate, inflicts an additional 1d6 of damage on a hit. If a target is struck to 0 hit points by a single strike, the wielder of the sword gains a free attack on another single target within melee range of the sword's wielder.

+4 Vorpal Sword: This potent and feared weapon, which carries a +4 bonus; has the unique ability to decapitate those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are unaffected by decapitation. For most other creatures, having their heads severed results in instant death.

+3 Sword of Wounding: In addition to normal damage, a wounding sword deals 1 point of constitution damage to its victim from blood loss.

MISCELLANEOUS WEAPONS

+3 Bane: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3 and inflicts an extra 2d6 points of damage against the foe as well.

The foe of the weapon should be determined prior to the adventure by the Castle Keeper or rolled randomly on the table below using a d12:

1	Undead
2	Spell casting using creatures
3-4	Orc
5-6	Goblin
7-8	Giant
9-10	Lycanthropes
11	Demons/Devils
12	Dragons

+1 Dagger of Venom: This black +1 dagger has a serrated edge and may inject a poison into a creature on a successful hit once per day.

+2 (+3) Dwarven Thrower: This weapon commonly functions as a +2 war hammer. In the hands of a dwarf, the war hammer gains an additional +1 (for a total enchantment bonus of +3). If thrown by a dwarf, the hammer gains the ability to return to its owner. It can be hurled up to a distance of 30'. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target. Unless obstructed, it always returns to its owner.

+3 Featheredged Axe: A *featheredged axe* is a magical blade with an extremely keen edge. A *featheredged axe* has a bonus of +3 to hit and +1 damage. However, on a non-modified roll of 18-20 it severs a limb/ hand/ foot or head (see *featheredged sword* above).

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown (victim makes a dexterity save for half damage). It is consumed in the attack.

+3 Mace (hammer) of Disruption: A *mace of disruption* acts as a +3 weapon, dealing double damage to all undead. Upon a successful hit, the undead must make a strength save or be destroyed. The weapon acts similarly to a 10th level cleric's turning ability (i.e. multiple lower hit dice undead can thus be destroyed with a single strike).

+3 Mace of Smiting: This +3 adamantine heavy mace has a +5 enchantment bonus against constructs, and any roll of natural 20 dealt to a construct shatters it, completely destroying its form (no saving throw). A natural 20 dealt to an extraplanar creature deals x4 damage.

+2 Mace of Terror: On command, this +2 mace causes the wielder's clothes and appearance to transform into an illusion of darkest horror. Living creatures in a 30-foot radius become panicked as if by a *cause fear* spell unless a successful charisma save is made.

+2 Nine Lives Stealer: This weapon always performs as a +2 weapon, but it also has the power to draw the life force from an opponent as the undead do. If the wielder of this weapon rolls a natural 20 to hit, then the victim of this weapon must make a constitution saving throw at a CL 2 or be struck dead. It can do this nine times before the ability is lost. At that point, the weapon becomes a simple +2 weapon (with a hint of evil about it).

This weapon is tainted with the evil magic of its creation and purpose, and any good creature that wields it suffers a –2 to their base to hit, attribute rolls, and saving throws until the weapon is no longer owned. No spell can reverse this penalty. Only abjuring the weapon itself will negate the penalties.

+2 Oathbow: This white +2 composite longbow whispers "Swift defeat to my enemies" when nocked and pulled. If the firer swears aloud to slay his target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enchantment bonus, and arrows launched from it deal an additional 1d6 points of damage. However, the bow is treated as a +1 weapon against all foes other than the sworn enemy. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first. The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.

Slaying Arrow: This +1 arrow is magically attuned to a particular type or subtype of creature. If it strikes such a creature, the target must make a constitution save or die instantly. The Castle Keeper determines the particular type of creature it slays.

Sleep Arrow: This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual (non lethal) damage in the same amount as would be lethal damage. It also forces the target to make a wisdom save or fall asleep with a duration identical to the *sleep* spell.

+3 Sylvan Weapon: This +3 weapon, when used outdoors in a woodland climate, inflicts an additional 1d6 of damage on a hit. If a target is struck to 0 hit points by a single strike, the wielder of the weapon gains a free attack on another single target within melee range of the weapon's wielder.

Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long shaft enable its wielder to *charm* (as the spell) up to 14 hit dice of aquatic animals, no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they do not approach within 10 feet of the trident.

+3 Weapon of Wounding: In addition to normal damage, a wounding weapon deals 1 point of constitution damage to its victim from blood loss.

ARMOR & SHIELD DESCRIPTIONS

Armors and shields that have been enchanted to increase their defensive capability add to the wearer's armor class, and some may grant additional magical abilities depending on the item and its creation rite. Magic armor bonuses never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enchantment bonuses).

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Usually a character benefits from magic armor and shields in exactly the way a character benefits from non-magical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

The caster level of a magic shield or magic armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

+2 Armor of Cold Resistance: This +2 armor is imbued with a magical property and normally has a bluish, icy hue, scribed with intonements to a deity or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally receive.

+3 Armor of Etherealness: This +3 armor has been endowed with the magical ability to make its wearer ethereal once per day. Once ethereal, the wearer may freely remain ethereal as long as they wish. However, once the command is given to return to solid form, the ability may not be used again until the next day.

+2 Armor of Fire Resistance: This +2 armor is imbued with a magical property and normally has a reddish, forge-blackened hue or is adorned with flame etchings or demonic depictions. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally receive.

Armor of Spell Resistance: This property grants the armor wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Animated Shield: Upon command, an animated shield floats within 2 feet of the wielder, protecting them as if they were using it themselves, but freeing up both their hands. Only one shield can protect a character at a time.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a dexterity save or be blinded for 1d4 rounds.

+4 Dwarven Plate: This armor, forged by dwarven craftsmen from the finest metals, is fitted only for small sized creatures and is always found with both helm and shield. The armor itself has an overall magical bonus of +4.

Elven Chain: This extremely light chainmail is woven of very fine mithril links by the elves. The mail is supple and neither impedes movement nor costs any encumbrance to wear. The mail has an overall magical bonus of +4 and an encumbrance value of 1.

+2 Lion's Shield: This +2 heavy steel shield is fashioned to appear to be a roaring lion's head. Three times per day the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's BtH bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage.

+1 Plate Armor of the Fathom: This +1 full plate armor has a pale green or light blue sheen on its surface and is decorated with waves and fish motifs or a deity's symbology. The wearer of this armor is treated as un-armored for swimming purposes. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

+1 Shield of Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon with a magical +1 bonus. A small or medium shield deals 1d4 points of damage and a large shield deals 1d6 points of damage.

MISCELLANEOUS MAGIC

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a miscellaneous item (unless specified otherwise in the description). These are usually use activated by command word, but details vary from item to item.

Amulet of Health: This amulet is a golden disk on a chain that usually bears the image of a lion or other powerful animal. While worn, the amulet grants the wearer an enchantment bonus to constitution of +2, +4, or +6.

Amulet of Mighty Fists: This amulet grants an enchantment bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a natural armor bonus of from +1 to +5, depending on the kind of amulet.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirls of color in it. The amulet allows its wearer to *plane shift*. However, this is a difficult item to master. The user must make an intelligence save in order to get the amulet to take him to the desired plane (and the specific location on that plane). If the save fails, the amulet transports the user and all those travelling with him to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Market Price
Type I	15	250 lb.	2500 GP
Type II	25	500 lb.	5000 GP
Type III	35	1000 lb.	7400 GP
Type IV	60	1500 lb.	10000 GP

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All of its contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is an immediate action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the astral plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding,* it opens a gate to the astral plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Bag of Tricks: This small sack appears to be normal and empty of contents. However, anyone reaching into the bag feels a small, fuzzy ball at the bottom. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character that drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any simple commands (Castle Keeper's judgment). There are three types of *bag of tricks,* each with a different color. Each of the three kinds of bags produces a different set of animals. Use the following tables to determine what animals can be drawn out of each by rolling percentile dice. Any animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Gray colored bag	
01-30	Bat
31-60	Rat
61-75	Cat
76-90	Weasel
91-100	Badger
Rust colored bag	
01-30	Wolverine
31-60	Wolf
61-85	Boar
86-100	Black Bear
Tan colored bag	
01-30	Brown bear
31-60	Lion
61-80	Heavy warhorse *
81-90	Tiger
91-100	Rhinoceros

(* = The heavy warhorse appears with harness and tack and accepts the character that drew it from the bag as a rider)

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt gives the wearer the strength of a giant. Roll on the table below to determine type.

d6	Strength	BtH/ Damage
1	19	+3
2	20	+4
3	21	+4
4	22	+5
5	23	+5
6	24	+6

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 GP per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Boat, Folding: A *folding boat* looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen.

A third word of command (cannot be invoked if there are any creatures within the boat/ ship) causes the boat or ship to fold itself into a box once again.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings. No dexterity check is necessary unless the wearer is running or charging. At such times, the boot's dweomer is negated and the character takes a –10 penalty to the check.

Boots of Levitation: On command, these leather boots allow the wearer to move as if affected by the spell *levitate*.

Boots of Speed: The wearer of these boots may move as if a *haste* spell was cast upon him for up to 30 rounds each day. The duration of the effect does not need to take place over consecutive rounds.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an

enchantment bonus), these boots allow the wearer to make great leaps, jumping vertically up to one half their movement rate per round, or horizontal jumps equal to their base movement rate per round.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if they had cast the spell of the same name upon themselves.

Boots of the Winterlands: These leather and fur lined boots bestow many powers upon the wearer. First, they are able to travel across snow at normal speed, leaving no tracks. The boots also enable the wearer to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a large water elemental is conjured. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon elemental* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of eldritch force, granting them an armor bonus of +1 to +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Bracers of Deflection: These items double a monk's innate bonus to dodge or deflect hurled items or weapons. If the character in possession is not a monk, then the character only receives a +2 bonus to armor class. This effect does not stack with worn armor.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a large fire elemental is conjured. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon elemental* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spells or spell-like abilities. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Broom of Flying: This broom is able to fly through the air as if affected by a *fly* spell for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as they have a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards with the proper command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual burning it, if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 on attack rolls and saving throws while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if the candle is burned during or just prior to spell preparation time. The user can cast spells normally unavailable to him, as if they were of that higher level, but only so long as the candle continues to burn. Except in special cases, a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Cape of the Mountebank: On command, this brightly colored cape allows the wearer to use the magic of the *dimension door* spell once per day. When the user disappears, they leave behind a cloud of smoke, appearing in a similar fashion at their destination.

Carpet of Flying: This rug is able to fly through the air as if affected by a *fly* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it. If the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. x 5ft.	200 lb.	40ft.	8 lb.	20,000gp
5ft. X 10ft.	400 lb.	40ft.	15 lb.	35,000gp
10ft. X 10 ft.	800 lb.	40ft.	10 lb.	60,000gp

A *carpet of flying* carrying up to double its capacity in weight reduces its speed to 30 feet.

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon elemental* spell. Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make an intelligence save (or wisdom if cleric or druid) at a -5 penalty.

Chime of Opening: A *chime of opening* is a hollow mithril tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and held with a *hold portal* spell, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless. A chime has no effect on traps.

Circlet of Persuasion: This silver headband grants a +3 bonus on the wearer's charisma-based checks.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if under a *spider climb* spell. In addition, the cloak grants immunity to entrapment by *web* spells or webs of any sort. The wearer can move in webs at half their normal speed. Once per day, the wearer of this cloak can cast *web*. They also gain a +2 bonus on all saves against poison from spiders.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 bonus on all hide checks. The wearer is also able to hang upside down

from the ceiling, like a bat, if desired. By holding the edges of the garment, the wearer is able to *fly* as per the spell. If desired, the wearer can actually polymorph into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 hours at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 to all charisma based checks.

Cloak of Displacement: This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves around them. This displacement makes the wearer appear to be standing 2ft. from where they actually are. Any initial attack against a person wearing this item automatically misses, thereafter all attacks are at a -2. The wearer gains a +2 on saving throws against spells, breath weapons, gaze attacks and other attacks directed at the wearer. It functions continually.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +10 bonus on hide checks and allows the wearer to move silently as the elf racial ability.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 1 hour per day. This duration need not be continuous.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). It adds +3 to armor class, the ability to breathe underwater, and a swim speed of 60 feet. Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 enchantment bonus on all saving throws (not attribute checks).

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the *scrying spell*. Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target observed.

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with see invisibility	50,000 gp
Crystal ball with detect thoughts	51,000 gp
Crystal ball with telepathy*	70,000 gp
Crystal ball with true seeing	80,000 gp

The viewer can send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, intelligence save negates) as well.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* (as the spell)10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge cost per minute	Max. Speed	Effect
1	1	10ft.	Keeps out gases, wind, etc.
2	2	20ft.	Keeps out nonliving matter
3	3	15ft.	Keeps out living matter
4	4	10ft.	Keeps out magic
5	6	10ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
Horn of Blasting	6
Wall of Fire	2
Pass wall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. If the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Cubic Gate: This item is fashioned from carnelian into a cubic shape. Each of the six sides of the cube is attuned to a plane, one of which is the mortal realms. The character creating the item should choose the planes to which the other five sides are attuned.

If a side of the *cubic gate* is pressed once, it opens a *gate* (as the spell) to a random point on the plane attuned to that side. There is a 10% chance per minute that a creature from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within 5 feet. The other creatures may avoid this fate by succeeding with a dexterity save.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as volume.

"Stream" pours out 1 gallon per round.

"Fountain" produces a 5-ft-long stream at 5 gallons per round.

"Geyser" produces a 20-ft-long, 1-ft-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage, but can only affect one target per round. The command word must be spoken to stop its flow.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone immediately around the drums) are affected as if by a *cause fear* spell (charisma save negates). *Drums of panic* can be used once per day.

Dust of Appearance: This refined powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of the *blur spell.* (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust suffers a –15 penalty on its hide checks. The dust's effect lasts for 5 minutes. *Dust of appearance* is typically stored in small silk packets or hollow bone tubes.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by the dust becomes invisible (as the spell *invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including the *see invisibility* spell. *Dust of appearance,* however, does reveal people and objects made invisible by *dust of disappearance.* Other factors, such as sound and smell, also allow possible detection.

The invisibility bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *alter self* spell with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a dexterity save to avoid the dust. The effect lasts for 2 hours.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a non-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen writhing within it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle. Roll percentile dice for effects. On a 01–10, the efreeti is insane and attacks immediately upon being released. On an 11–90, the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as the owner commands. On a 91–100, the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. Roll each day the bottle is opened for that day's effect.

Elemental Gem: This gem contains a conjuration spell attuned to a specific elemental plane (air, earth, fire, or water). When the gem is crushed, smashed, or broken, a large elemental appears as if summoned by a *summon monster* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle,* except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be re-sealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Eyes of Doom: These crystal lenses hang on springs from large black glasses, and fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a normal action, and look at opponents and repeat the word "DOOOOM" over and over again; those merely looking at the wearer are not affected. Those failing a wisdom save (+10 modifier) are affected as by the *cause fear* spell. If the wearer has only one lens, those facing the wearer are struck by his google eye and must make a charisma save or be stunned from laughing for one round. Often comes with an attachable nose.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant the wearer twilight vision. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable only once and then disappears.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base to hit, does 1d6+1 points of damage, has a +1 enchantment bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Figurines of Wondrous Power: Each of the *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or more in height. When tossed down and the command word spoken, it becomes a living creature of normal size (exceptions noted) that obeys and serves its owner. Unless stated otherwise, the creature understands common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from

statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

The Goat of Travelling: This statuette provides a speedy and enduring mount equal to that of a riding horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

The Goat of Travail: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

The Goat of Terror: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a *+3 heavy lance,* the other as a *+5 long sword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell *cause fear* in a 30-foot radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight, plane shift,* and *ethereal jaunt.* The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts,* its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an intelligence of 8, can communicate in common, and has exceptional olfactory and visual abilities. (It has the ability to track by scent as a 4th level ranger and adds +4 to any attribute checks involving sensing its surroundings). It has 60-foot darkvision, and it can *see invisibility.* An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its intelligence.)

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it AC 20). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its activated status for only 24 hours per week, but the duration need not be continuous.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, increasing the wearer's strength score to 18. Both gauntlets must be worn for the magic to be effective.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a save versus dexterity. This use of the gem expends 1 charge.

The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a save versus constitution or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes non magical.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were casting the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's dexterity score in the form of an enchantment bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +5 dexterity bonus on all swimming and climbing checks. Both gloves must be worn for the magic to be effective.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains.

Harp of Charming: This instrument is a golden, intricately carved harp of exquisite craftsmanship. When played, it enables the performer to work one *suggestion* into the music for each 10 minutes of playing (as the spell, charisma save negates). If the save succeeds, the audience cannot be affected by any further performances from the harpist for 24 hours.

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with an *alter self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, and so on.

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word.

Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown like, gem-tipped spikes. The jewels' functions are as follows:

Diamond	*Prismatic spray*
Ruby	*Wall of fire*
Fire opal	*Fireball*
Opal	*Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.

The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.

The helm provides protection to fire as the *protection from elements* spell (up to 30 hp). This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional constitution save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer can understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Helm of Telepathy: With this helm, the wearer can use the *detect thoughts* spell at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion as the spell* (save versus charisma negates) along with his telepathic message.

Helm of Teleportation: A character wearing this burnished helmet may *teleport* three times per day, exactly as the spell.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Horn of Blasting: This horn appears to be a normal brass trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a constitution save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of damage, with no save unless they're held, worn, or carried by creatures (whose constitution save negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 5% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Horn of the Merfolk: This device is a conch shell that can be blown once per day, except by a merfolk which can sound it three times per day. When sounded, a *horn of the merfolk* can perform any of the functions listed below. Any sounding of the horn can be heard by all tritons within a 3-mile radius.

Calm rough waters in a one mile radius. This effect dispels a summoned water elemental if it fails a strength save.

On a 01-30 (on d%) it attracts 5d4 large sharks, 5d6 medium sharks on a 31-80 or 1d10 sea lions on a 81-100. The horn blower must be in a body of water in which the creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *cause fear* spell (charisma save negates).

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of valhalla* but doesn't have the prerequisite is attacked by the barbarians summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76-90	Bronze	2d4, 4th level	Proficiency with all weapons or bardic music ability
91-100	Iron	1d4+1, 5th level	Proficiency with all weapons or bardic music ability

Summoned barbarians are actual people; they arrive with standard equipment one might find for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Horseshoes of Speed: These iron shoes come in sets of four, like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same

animal for the magic to be effective.

Horseshoes of the Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that non-solid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress (even *knock* spells can't open the door).

Each of the adamantine walls of *instant fortress* have 100 hit points. The fortress cannot be repaired except by a *wish* which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (dexterity save reduces damage by half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty of creatures.

Ioun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 GP
Dusty rose	Prism	+1 insight bonus to AC	5,000 GP
Deep red	Sphere	+2 enchantment bonus to dexterity	8,000 GP
Incandescent blue	Sphere	+2 enchantment bonus to wisdom	8,000 GP
Pale blue	Rhomboid	+2 enchantment bonus to strength	8,000 GP
Pink	Rhomboid	+2 enchantment bonus to constitution	8,000 GP
Pink and green	Sphere	+2 enchantment bonus to charisma	8,000 GP
Scarlet and blue	Sphere	+2 enchantment bonus to intelligence	8,000 GP
Dark blue	Rhomboid	Alertness (+2 to wisdom attribute checks)	10,000 GP
Vibrant purple	Prism	Stores three levels of spells, as a *ring of spell storing*	36,000 GP
Iridescent	Spindle	Sustains creature without air	18,000 GP
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower[1]	20,000 GP
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 GP
Pale green	Prism	+1 bonus on attack rolls, saves, and all attribute checks	30,000 GP
Orange	Prism	+1 caster level	30,000 GP
Lavender & green	Ellipsoid	Absorbs spells of 8th level or lower[2]	40,000 GP

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a full action, and these stones can not be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster, but can be used by anyone as a *ring of spell storing*.

Iron Bands of Binding: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe. When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged attack (only contact with the opponent is needed, no damage need be inflicted). A single large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a successful strength check (10 CL). *Iron bands of binding* are usable once per day.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails its wisdom save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its nature. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a charisma save. If it fails, they must stop and cannot play the lyre again for this purpose until a week has passed.

Mantle of Spell Resistance: This garment, worn over normal clothing or armor, grants the wearer a spell resistance of 21.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent constitution attribute bonus of from +1 to +5 (depending on the power of the manual). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical

effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an attribute bonus of from +1 to +5 (depending on the power of the manual) to their strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an attribute bonus of from +1 to +5 (depending on the power of the manual) to their dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least large size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a *+3 war hammer,* dealing 4d6 points of base damage. However, the wielder must have a strength of at least 18 to wield it properly. Otherwise, they take a –4 penalty on attack rolls.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a *+3 giant club* and inflicts 3d6 points of damage against inanimate objects. However, the wielder must have a strength of at least 18 to wield it properly. Otherwise, they take a –4 penalty on attack rolls.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts.*

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen non-spatial extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a wisdom save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass mirror 5 feet tall by 2 feet wide. The possessor who knows the proper commands can invoke the following powers.

Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.

View other places as if with *clairvoyance,* but vision extends even onto other planes if the viewer is sufficiently familiar with them.

Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.

Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (dexterity save for half damage).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type I	—	—	—	—	—	1	—	2	—	1,650 GP
Type II	—	—	—	—	1	—	2	—	2	2,700 GP
Type III	—	—	—	1	—	2	—	4	—	4,350 GP
Type IV	—	—	1	—	2	—	2	—	4	5,400 GP
Type V	—	1	—	2	—	2	—	2	—	5,850 GP
Type VI	1	—	2	—	2	—	4	—	—	8,100 GP
Type VII	1	2	—	2	—	2	—	2	—	8,700 GP

If the necklace is being worn or carried by a character that fails their saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all remaining spheres detonate simultaneously, with regrettable consequences for the wearer.

Orb of Storms: This glass sphere is 8 inches in diameter. By invoking its magic, the possessor can call forth all manner of weather—even supernaturally destructive storms. Once per day the wielder can call upon the orb to use a *control weather* spell, Once per month, they can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, wizards and illusionists). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that they had prepared and already cast it. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 GP on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, the possessor understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if it were clean, fresh air. The possessor can swim at a speed of 60 feet, cast spells and act normally underwater without hindrance.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's wisdom score in the form of an enchantment bonus of +2, +4, or +6 (depending on the individual item). This bonus is only in effect while the Periapt is worn.

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between –1 and –9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes constitution loss, such as that dealt by a wounding weapon.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a charisma check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately.

If the rats are under the control of another creature, add the hit dice of the controller to the charisma check. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one medium creature or two small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular non-dimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the outer planes is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding,* it opens a gate to the outer planes. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep, and contains five applications of the ointment. If placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8 points of damage.

Ring Gates: These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate.* Each ring has an "entry side" and an "exit side," both marked with appropriate symbols.

Robe of the Archmagi: This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

+5 bonus to armor class

+4 bonus on all saving throws

+2 enchantment bonus on caster level checks made to overcome spell resistance

Spell resistance 9

If a white robe is donned by an evil character, that character immediately loses three levels of experience. The reverse is true with respect to a black robe donned by a good character. An evil or good character that puts on a gray robe, or a neutral character that dons either a white or black robe, loses two class levels. These losses are only while the robe is worn, and the lost levels return when the robe is removed. The effects cannot be overcome in any way (including *restoration* spells).

Robe of Blending: When this robe is worn, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 on hide checks. The wearer can adopt the appearance of another creature, as with the assassin's *disguise* ability, at will.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. The wearer also gains 120-foot darkvision. The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet. A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the

surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (wisdom save negates). This is a mind-affecting pattern effect. Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment). The robe illuminates a 30-foot radius continuously. The effect can be used no more than a total of 10 rounds per day.

Robe of Useful Items: This appears to be an unremarkable robe, but a character that dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

Dagger
Bull's-eye lantern (filled and lit)
Mirror (a highly polished 2-foot-by-4-foot steel mirror)
Pole (10-foot length)
Hemp rope (50-foot coil)
Large sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll percentile for each patch on the table below to determine its nature.

01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 GP value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, x10 (100 GP value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	*Potion of cure serious wounds*
69–75	Row boat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds of weight. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. A creature must hold one end of the rope when its magic is invoked.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a strength check (8 CL). The rope has 12 hit points and an AC of 22. It repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Scabbard of Sharpness: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a two-handed sword. The scabbard imparts to the blade held within it the power of "sharpness" (as a *vorpal sword*). The power lasts for only one strike that incurs damage on an opponent, and the weapon must then be resheathed and drawn again to renew the dweomer (even if the vorpal ability was not used). Such power can be imparted only one time a day, and does not reset with different blades.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device. The scarab's possessor gains spell resistance of 5. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word turns it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. The wearer has a speed of 20 feet. Icy, oiled, or greased surfaces make these slippers useless. The slippers can be used for 1 hour per day, split up as the wearer chooses.

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon elemental* spell. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 bonus on all saving throws and ability checks.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given. There are two sorts of *stone horses*. The courser has the statistics of a heavy horse and the destrier has the statistics of a heavy warhorse.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast *bless*.
Bead of healing	Wearer can cast his choice of *cure serious wounds, remove blindness/ deafness,* or *remove disease.*
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.

Bead of smiting	Wearer can cast *spiritual weapon, holy word,* or *flame strike*.
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc..) to aid the wearer for one day. (If the wearer uses the *bead of summons* to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast *wind walk*.

A lesser strand of prayer beads has a *bead of blessing* and a *bead of healing*. A strand of prayer beads has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A greater strand of prayer beads has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons,* which works only once and then becomes non magical. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an permanent bonus of from +1 to +5 (depending on the power of the tome) on their intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent bonus of from +1 to +5 (depending on the power of the tome) to his charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain a permanent bonus of from +1 to +5 (depending on the power of the tome) to her wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Well of Many Worlds: This strange, interdimensional device looks just like and apparently functions like a *portable hole.* Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, non-magical tatters.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower them to fly with a speed of 60 feet per round.

RINGS

Rings bestow magical powers upon their wearers. Anyone can use a ring. A character can only effectively wear two magic rings—one on each hand. A third magic ring does not function if the wearer is already wearing two magic rings. Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum.

Usually, a ring's ability is activated either by a command word or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal* upon it.

Blinking: On command, this ring makes the wearer blink, as the *blink spell*.

Chameleon Power: The wearer of this ring gains the ability to magically blend its coloration in with its immediate surroundings. This provides a +10 bonus on hide checks. As a normal action, the ring can be commanded to disguise the wearer (as the assassin ability) as often as they wish.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 bonus on all climb checks.

Counterspells: This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately negated, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the elemental planes. When the ring is rubbed the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non magical and worthless.

Elemental Command: All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties. Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made. Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the special defenses of such creatures, regardless of any qualities the weapon may or may not have. The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring and will show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a one of these rings takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Air Elemental Command
Feather fall (unlimited use, wearer only)
Resist energy (electricity) (unlimited use, wearer only)
Gust of wind (twice per day)
Wind wall (unlimited use)
Air walk (once per day, wearer only)
Chain lightning (once per week)

The ring appears to be a ring of feather falling until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Earth Elemental Command
Meld into stone (unlimited use, wearer only)
Soften earth or stone (unlimited use)
Stone shape (twice per day)
Stoneskin (once per week, wearer only)
Pass wall (twice per week)
Wall of stone (once per day)

The ring appears to be a ring of meld into stone until the established condition is met.

Ring of Fire Elemental Command
Resist energy (fire) (as a major ring of energy resistance)
Burning hands (unlimited use)
Flaming sphere (twice per day)
Pyrotechnics (twice per day)
Wall of fire (once per day)
Flame strike (twice per week)

The ring appears to be a major ring of energy resistance (fire) until the established condition is met.

Ring of Water Elemental Command
Water walk (unlimited use)
Create water (unlimited use)
Water breathing (unlimited use)
Wall of ice (once per day)
Ice storm (twice per week)
Control water (twice per week)

The ring appears to be a ring of water walking until the established condition is met.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, or fire (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt. A minor ring of energy resistance grants 10 points of resistance. A major ring of energy resistance grants 20 points of resistance. A greater ring of energy resistance grants 30 points of resistance.

Evasion: This ring continually grants the wearer the ability to avoid damage by dodging. The wearer must make a dexterity save whenever attacked. If the save is failed, the wearer takes half damage; a successful save results in no damage at all.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield. Since the shield is composed of eldritch energy, it has no weight and may be activated/deactivated freely (without using the character's action during a round).

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Friend Shield: These curious rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a shield spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell.

Jumping: This ring continually allows the wearer to leap about. It acts as the spell *jump*.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern the wearer's alignment.

Protection: This ring offers continual magical protection to its wearer in the form of a bonus of +1 to +5 to armor class.

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50 foot maximum range and no penalties for distance. In addition to its powerful attack, the ring of the ram also has the power to open doors as if it were a character with strength 18. If 2 charges are expended, the effect is equivalent to a character with strength 20. If 3 charges are expended, the effect is that of a character with strength 22. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Regeneration: This white gold ring allows its wearer to heal 1 point of damage per turn, and will eventually regenerate lost limbs and organs. The wearer must still make a constitution save if poisoned, as the poison will simply keep killing the wearer over and over again until the toxin is removed. This ability cannot be aided by any heal spells and is continuously active. Subdual (non-lethal) damage heals at a rate of 1 point of damage every round. Acid, fire or other similar damage cannot be regenerated (Castle Keeper's judgment).

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night. During the night under the open sky or in areas of shadow or darkness, the ring of shooting stars can perform the following functions on command.

Dancing lights (once per hour)
Light (twice per night)
Ball lightning (special, once per night)
Shooting stars (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the dancing lights spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature that comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a fireball) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage from impact plus full fire damage from the spread unless it makes a save versus dexterity. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful dexterity save. Range is 70 feet, at the end of which the shooting star explodes, unless it strikes a creature or object beforehand. A shooting star always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the ring of shooting stars has the following properties.

Faerie fire (twice per day)

Spark shower (special, once per day)

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/ or carrying a metal weapon take 4d8 points of damage.

Spell Storing, Minor: A *minor ring of spell* storing contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not make any gestures nor provide any material components or focus to cast the stored spell. The activation time for the ring is the same as the casting time for the relevant spell, with a minimum of 1 round.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three, then ignore the result and do not roll further; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer with the following exceptions: Spells not cast directly at the wearer are not turned, spells transmitted by touch are not turned and spells from a magic device (excepting scrolls) are not turned.

Sustenance: This pearl ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re attune it to himself.

Swimming: This silver ring has a wave pattern etched into the band, and continually grants the wearer a +5 bonus on any swim checks.

Telekinesis: This ring allows the wearer to cast *telekinesis* on command.

Three Wishes: This ring is set with three rubies. Each ruby stores a wish spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a non-magical item.

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Wizardry: This special ring comes in four kinds (*minor ring of wizardry*, *ring of wizardry*, *major ring of wizardry*, and *ring of arch-wizardry*), all of them are only useful to arcane spellcasters. The wearer's allotted arcane spells per day are doubled for one specific spell level, depending on the type of ring as noted below. Bonus spells from high ability scores are not doubled.

Ring	Spells doubled	CL	Price
Minor Wizardry	1st lvl	11	20,000 gp
Wizardry	2nd lvl	14	40,000 gp
Major Wizardry	3rd lvl	17	70,000 gp
Arch-Wizardry	4th lvl	20	100,000 gp

X-Ray Vision: On command, this translucent glass ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. Using the ring is physically exhausting, causing the wearer 1 point of temporary constitution damage per minute after the first 10 minutes of use in a single day.

RODS

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Any class may use a rod. Rods weigh approximately 5 pounds, range from 2 feet to 3 feet long and are usually made of iron or some other metal. Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept by the Castle Keeper and the player. The wielder of the rod can use captured spell energy to cast any spell they have prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a wisdom save to prevent the rod from draining it. If a creature is holding it at the time,

then the item can use the holder's wisdom save bonus in place of its own, if the holder's is better. In such cases, only contact with the item is necessary; no damage need be inflicted. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items can only be restored by *wish* or *miracle.* (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Lordly Might: This powerful rod has functions that are spell-like and may also be used as a various magic weapons or mundane tools. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud like buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

Hold Person: Upon touch, if the wielder so commands (wisdom save negates). The wielder need only touch the opponent, no damage need be inflicted to activate the power. If the attack fails, the effect is lost.

Cause Fear: This acts just as the spell *cause fear.* It affects all enemies viewing it, if the wielder so desires (10-foot maximum range, charisma save negates). Invoking this power is a normal action.

Deals 2d4 hit points of damage to an opponent on a successful melee attack (strength save for half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person.*

The following weapon functions of the rod have no limit on the number of times they can be employed.

In its normal form, the rod can be used as a *+2 light mace.*

When button 1 is pushed, the rod becomes a *+1 flaming long sword.* A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.

When button 2 is pushed, the rod becomes a *+4 battle-axe.* A wide blade springs forth at the ball, and the whole lengthens to 4 feet.

When button 3 is pushed, the rod becomes a *+3 short spear* or *+3 long spear.* The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

Climbing pole/ ladder: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a strength modifier of +12.

When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged attack). The ray functions as a *dispel magic* spell, except it only affects magic items. The dispel check is made as if the rod has an intelligence of 15. The target item gets no saving throw, although the rod cannot negate artifacts (even minor artifacts). The rod can function three times per day.

Python: This rod is longer than normal rods, being about 4 feet long and has a weight of 10 pounds. It strikes as a *+1 quarterstaff*, but if the user throws the rod to the ground (a normal action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the wielder. (In animal form, it retains the +1 enchantment bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form after a round whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days.

Rulership: This rod resembles a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when the rod is activated. Creatures totalling 300 hit dice can be ruled, but creatures with intelligence scores of 12 or higher are entitled to a charisma save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a *+2 light mace*. Its other magical powers are as follows.

Thunder: Once per day, the rod can strike as a *+3 light mace,* and the opponent struck is stunned from the noise of the rod's thunderous impact (strength save negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

Lightning: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a *+2 light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was within 3 points of causing damage, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

Thunderclap: Once per day as a normal action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (dexterity save for partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

Lightning Stroke: Once per day as a normal action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, dexterity save for half) to a range of 200 feet.

Thunder and Lightning: Once per week as a normal action, the wielder of the rod can combine the *thunderclap* described above with a *lightning stroke.* The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of damage. A single dexterity save applies for both effects.

Withering: A *rod of withering* acts as a *+1 light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of strength damage and 1d4 points of constitution damage to any creature she simply touches with the rod (no melee damage need be inflicted). If the wielder scores a natural 20, the damage from that hit is a permanent ability drain. In either case, the defender negates the effect with a successful constitution save.

Wonder: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a normal action.) Typical powers of the rod include the following. Roll percentile dice to determine the power.

01–05	*Slow* creature pointed at for 10 rounds (save versus dexterity negates).
06–10	*Faerie fire* surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).

16–20	*Gust of wind*, but at windstorm force (save versus constitution negates).
21–25	Wielder learns target's surface thoughts (as with detect thoughts) for 1d4 rounds (no save).
26–30	Stinking cloud at 30-ft. range (save versus constitution negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	*Summon an animal*—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	*Lightning bolt* (70 ft. long, 5 ft. wide), 6d6 damage (save vs. dexterity for half damage).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (save versus dexterity negates).
50–53	Enlarge person if within 60 ft. of rod (save versus constitution negates).
54–58	*Darkness*, 30-ft.-diameter hemisphere, centered 30 ft. from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	*Fireball* at target or 100 ft. straight ahead, 6d6 damage (save versus dexterity negates).
80–84	*Invisibility* covers rod wielder.
85–87	Leaves grow from target within 60 ft. of rod, lasts 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (save versus constitution negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	*Flesh to stone* (or stone to flesh if target is stone already) if target is within 60 ft. (save versus constitution negates).

STAVES

A staff is a long shaft of wood that acts as a receptacle to store magic spells, to be discharged at a later time by its wielder. Unlike wands, which can contain a wide variety of spells, each staff is created to a certain theme and thus holds only certain spells related to its creation theme. A staff normally has 50 charges when created, though the number can be far less when actually discovered.

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings, runes or other such signature embellishments.

A staff is a magical length of wood or other material with several spells magically imbued within its makeup. These spells may be invoked by its wielder as if cast by a 6th level caster so as long as charges remain within the item. Each use of such abilities drains one or more charges from the staff. Any newly created staff has 50 charges in it. Some staves may be recharged with certain spells and rituals; check the item description for details.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

Shield (1 charge)
Resist elements (1 charge)
Dispel magic (1 charge)
Minor globe of invulnerability (2 charges)
Dismissal (2 charges)
Repulsion (3 charges)

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

Unseen servant (1 charge)
Summon swarm (1 charge)
Stinking cloud (1 charge)
Minor creation (2 charges)
Cloudkill (2 charges)
Summon greater monster (3 charges)

Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

Magic missile (1 charge)
Shatter (1 charge)
Fireball (1 charge)
Ice storm (2 charges)
Wall of force (2 charges)
Chain lightning (3 charges)

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

Burning hands (1 charge)
Fireball (1 charge)
Wall of fire (2 charges)

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

Ice storm (1 charge)
Wall of ice (1 charge)
Cone of cold (2 charge)

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

Lesser restoration (1 charge)
Cure serious wounds (1 charge)
Remove blindness/ deafness (2 charges)
Remove disease (3 charges)

Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

Magic missile (1 charge)
Ray of enfeeblement (1 charge)
Continual flame (1 charge)
Levitate (1 charge)
Lightning bolt (1 charge)
Fireball (1 charge)
Cone of cold (2 charges)
Hold monster (2 charges)
Wall of force (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
Globe of invulnerability (2 charges)

The wielder of a *staff of power* gains a +2 bonus to armor class and all saving throws. The staff is also a *+2 quarterstaff,* and its wielder may use it to smite opponents in melee combat. If 1 charge is expended during a melee attack (as a free action), the staff causes double damage for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a normal action that does not require the wielder to make a strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 0-15 feet of the broken staff

take points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful save versus constitution reduces halves damage.

The character breaking the staff has a 50% chance of being transported to another plane of existence by the unleashed energies of the staff, but if he does not, the explosive release of spell energy destroys him completely. Only certain items, including the *staff of the magi* and the *staff of power,* are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a *+2 quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Resurrection: A long, thin white staff shaped from hickory wood. Its end is capped with three tangled branches and capped with a small white gem.

Heal (1 charge)
Resurrection (5 charges)

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

Charm animal (1 charge)
Speak with animals (1 charge)
Barkskin (2 charges)
Wall of thorns (3 charges)
Summon magical beasts (3 charges)
Animate plants (4 charges)

The staff may be used as a weapon, functioning as a *+2 quarterstaff* in melee combat. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

WANDS

Unless listed otherwise below a wand is a thin baton that contains a single spell of 9th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a non-magical stick.

A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some other device at its tip, and most are decorated with carvings, runes or other such signature embellishments.

Most wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details on the wand's spell function. The following is an example of a wand:

Illusion: This wand is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells: *Alter self* (1 charge), *Mirror image* (1 charge), *Major image* (1 charge), *Rainbow pattern* (2 charges), *Persistent image* (2 charges).

CURSED ITEMS

Cursed items are magic items whose function and purpose are often at odds with the wielder. Whether made to intentionally harm its wielder, or for a far darker purpose, these items generally cause suffering for those foolish enough to use them. Sometimes the curse impacts the wielder, sometimes those around them. Each item is dealt with individually with rules governing its use and application.

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination-like spells.

Armor of Rage: This armor appears similar to *armor of spell resistance* and functions as a suit of *+1 full plate*. However, when it is worn, the armor causes the character to suffer a –4 penalty to their charisma score. All unfriendly characters within 300 feet have a +1 bonus on attack rolls against the wearer. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of the problem, nor do foes understand the reason for the depth of their enmity.)

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extra-dimensional creature—in fact, one of its feeding orifices. Any substance of animal or vegetable nature is subject to "swallowing" if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the victim in. The bag has a +8 bonus on grapple checks to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I,* but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some non-space or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making them dance uncontrollably. Movement is halved, the wearer suffers a -4 penalty on AC and a -4 on all attack rolls or dexterity checks. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Bracers of Defenselessness: These appear to be *bracers of armor +5* and actually serve as such until the wearer is attacked in anger by an enemy with a hit dice equal to or greater than their level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first opened, all within 30 feet must make a wisdom save or be cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of dexterity.* In the latter case, they appear to be *gauntlets of ogre power.* The gauntlets perform according to every test as if they were *gloves of dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell or a *wish.*

Helm of Opposite Alignment: This metal headgear looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (wisdom save negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character that succeeds on his save can continue to wear the

helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Incense of Obsession: These blocks of incense appear to be *incense of meditation.* If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that their spell ability is superior, due to the magic incense. The user is determined to use their spells at every opportunity, even when not needed or when useless. The user remains obsessed with their abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Mace of Blood: This *+3 heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a wisdom save every day it is within his possession or become chaotic evil.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a wisdom save to sort out. However, while the user thinks she is picking up the thoughts of others, all they are really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to the wearer, the cursed medallion actually broadcasts their thoughts to creatures in the path of the beam, thus alerting them to her presence.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 2 points of constitution damage per round. It cannot be removed by any means short of a *limited wish or wish* and remains clasped around the victim's throat even after death. Only when he has decayed to a skeleton (approximately one month) does the necklace loosen, ready for another victim.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in their possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of dexterity, constitution, and charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal, miracle, limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a constitution save or take 1d10 points of constitution damage. A minute later the imbiber must save again or take a further 1d10 points of constitution damage.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort (non-cursed). As soon as a character dons this garment, they suffer a –10 penalty to their strength and intelligence scores, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of resistance +4*). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests. The wearer takes a -5 penalty on initiative checks and a -2 penalty on all attack rolls, saves, and ability checks. If the wearer tries to cast a spell, they must make an intelligence save or lose the spell.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. The wearer takes a –4 penalty to dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A dexterity save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Spear, Cursed Backbiter: This is a *+2 short spear,* but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of their intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any non magical means—if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone,* the item may be discarded normally and no longer haunts the individual.

–2 Sword, Cursed: This long sword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls. All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The character can be rid of the sword only by means of *remove curse*, *limited wish* or *wish*.

Sword, Berserking: This item appears to have the characteristics of a *+2 sword.* However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's primal fury). The wielder attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a bonus.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character that opens the work and reads so much as a single word therein must make two wisdom saves. The first is to determine if the reader takes 1 point of permanent intelligence drain. The second is to find out if the reader takes 2 points of permanent wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Zane's Ire: This potion comes in a whiskey bottle, and once consumed, the user is filled with such rage that he attacks everything in sight, both animate

and inanimate objects. The effects last for 12 rounds. The user has an effective strength of a fire giant (see *belt of giant strength*). There is no reversal of the effect once it has started, either magical or non-magical.

ARTIFACTS

Artifacts are extremely powerful magical relics. Rather than merely another form of magic equipment, they are the sorts of legendary items that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells suffers one level lost for as long as the book is in their possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–25, wizard spells; 26-50 illusionist spells; 51–75, clerical spells; 76-100 druidic spells.

The Castle Keeper can determine the exact spells by using the tables for determining major scroll spells.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on their person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Chance of Page Turning

Caster employing a spell usable by own class and level -10%

Caster employing a spell not usable by own class and level -20%

Non-spellcaster employing divine spell -25%

Non-spellcaster employing arcane spell -30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time and other issues.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than they announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

DECK OF MANY THINGS

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are *imprisoned*.
Euryale	Ten of swords	Queen of spades	–1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an extraplanar.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (w/o trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.

Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 permanent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial miscellaneous magic item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on charisma checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

The plaques are described below:

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she loses one level permanently.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough experience points to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusa-like visage of this card brings a curse that only the Fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unravelled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character that drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the extraplanar can't be ended until one of the parties has been slain. Determine the extraplanar randomly, and assume that it attacks the character (or plagues their life in some way) within 1d20 days.

Fool: The payment of experience points and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an undead that cannot be turned. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish*.

Star: The 2 points are added to any one attribute

Sun: Roll for a miscellaneous magic item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon their request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an extraplanar. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Hammer of Thunderbolts: This *+3 large returning war hammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant strength* and *gauntlets of ogre power,* and he knows that the hammer is a *hammer of thunderbolts* (not just a *+3 war hammer*), the weapon can be used to full effect: It gains a total +5 enchantment bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (charisma save negates the death effect but not the damage).

When successfully hurled as an attack, the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (strength save negates). The hammer's range increment is 30 feet.

Moaning Diamond: The *moaning diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *moaning diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape,* affecting 5,000 cubic feet of material. The *moaning diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the ten). The bearer of an orb can dominate dragons of its particular variety

within 500 feet, the dragon being forced to make a charisma save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the armor class and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the orb. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety attuned to the orb.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other orbs. The owner of an orb knows whether there are dragons within 10 miles at all times. For dragons of the orb's particular variety, the range is 100 miles. If within 1 mile of a dragon of the orb's variety, the wielder can determine the exact location and age of the creature. The bearer of one of these orbs earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if they later lose the item.

Each Orb also has an individual power that can be invoked once per round at 10th caster level.

Black Dragon Orb: *Fly*

Blue Dragon Orb: *Haste*

Brass Dragon Orb: *Teleport*

Bronze Dragon Orb: *Scrying*

Copper Dragon Orb: *Suggestion*

Gold Dragon Orb: The owner of the gold orb can call upon any power possessed by one of the other orbs—including the dominate but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. They can use *domination* on any other possessor of an orb within 1 mile.

Green Dragon Orb: *Energy Drain* (at range)

Red Dragon Orb: *Wall of fire*

Silver Dragon Orb: *Cure critical wounds*

White Dragon Orb: *Protection from energy* (cold)

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open, a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The saint's mace has a +5 enhancement bonus and functions as a *heavy mace of disruption*. The wielder can project *holy word* from the mace four times a day.

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and dexterity saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder suffers a –2 penalty on all attack rolls, saves, and checks.

The *Shadowstaff* also has these powers.

Summon Shadows: Three times per day, the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon greater monster* spell cast at 20th level.

Summon Nightshade: Once per month, the staff can summon a night crawler nightshade that serves the wielder as if called by a *summon greater monster* spell cast at 20th level.

Shadow Form: Three times per day, the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.

Shadow Bolt: Three times per day, the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This +5 *large shield,* emblazoned with the symbol of the heraldic "Sunne in Splendour", allows the wielder to cast spells as if she were a 20th-level cleric with a wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a cleric. The *Shield of the Sun* also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) loses four levels of experience if she attempts to use this artifact. Although these negative levels never results in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The levels return when the shield is stowed or leaves the wearer's possession.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check of 20. A control check is 1d20 + character level + character intelligence modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it. If two or more creatures vie for control of a *sphere of annihilation,* the rolls are opposed. The highest roll wins if both gain control. A tie indicates no control for the round and the attempt must be made again on the following round.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* has no effect on a sphere. See also *talisman of the sphere* (below).

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others do not.

The following powers do not use charges: *detect magic, enlarge person, hold portal, light, mage armor, mage hand.*

The following powers drain 1 charge per usage: *dispel magic, fireball* (10d6 damage, save versus dexterity for half), *ice storm, invisibility, knock, lightning bolt* (10d6 damage, save versus dexterity for half), *pass wall, pyrotechnics* (save versus dexterity negates), *wall of fire, web.*

These powers drain 2 charges per usage: *summon greater monster, plane shift* (save versus wisdom negates), *telekinesis* (400 lb. maximum weight).

A *staff of the magi* gives the wielder spell resistance 17. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at them, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful save versus Constitution reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of travelling to another plane of existence, but if they do not (51–100), the explosive release of spell energy destroys her utterly. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the character gains a dexterity save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function. A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these talismans, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation,* a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his intelligence bonus and his character level for this purpose). If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation,* the talisman's power of control can be suppressed or cancelled.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of their evil deity, the good character gains a dexterity save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these talismans, she takes 6d6 points of damage. If a good divine spellcaster touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

EXPERIENCE

As characters adventure, they hone their individual skills and learn more of the world around them. They learn about many creatures and their habits, where they dwell and what they eat, how they fight and how best they can be killed. They learn how to deal with others, how to bow before the lord of the manor or how to detect an assassin lurking in the shadows. They learn the nature of riddles and how to see and unravel traps, how to find magic and use it for the greater good. They experience the world around them and grow more capable and stronger through those experiences, become greater practitioners of the arts of sword and sorcery. A character's level reflects these acquired experiences. The more experience one has the more levels one attains. It is incumbent upon the Castle Keeper to award experience. Experience awards are a reflection of the learning mentioned previously; they are not just for killing creatures or gathering treasure.

Experience is awarded in a number of ways. The most common method is for slaying monsters and finding treasure. This book gives specific guidelines on how much experience to award for both monsters and treasure in the preceding chapters. But there are other ways a character may gain experience. Role playing, problem solving and using class or even non-class related skills can all garner the hard working player character more experience. If you desire to speed up the experience point progression, offering a base amount for an adventure makes certain that even those adventures that end in little gain can garner for the character some experience. Even a failed adventure can gain an adventurer some much needed experience, as one often benefits and learns from loss as much as from victory.

Base/Story: Awarding a base amount of experience per adventure is optional and is only recommended for those games in which a Castle Keeper wants to speed up level progression. Success or failure does not come into play. This type of experience point award has the advantage of giving everyone who participated in the adventure something to gain. Even the luckless thief who fails all his ability checks, kills nothing, and finds no treasure, but all the while plays witness to the better luck of others can gain a modicum of experience. Base experience points awarded should be a reflection of the number of monsters encountered, their hit dice, and the difficulty of the encounter. Castle Keepers should judge for themselves how many base experience points to award for an adventure. A good rule of thumb is to base the story award on 10% of the total experience points avaliable to be gained in the adventure.

Monsters: Each monster slain offers an experience points award. Refer to the monster's stat block to find out the experience point value.

Money: Although not all Castle Keepers do so, some award experience for non-magical treasure. The Castle Keeper should award 1 experience point to the party for every 1 gold piece value of non-magical treasure such as coins, gems, art, and other items acquired during the adventure. The whole is divided by the number of party members who survived, and a share is awarded to each in turn.

Magic Items: Like monsters, magic items have an experience point value. The Castle Keeper should award a magic item's experience point value to a character who possesses and uses the item for a period of time. This is a one-time, permanent award, meant to reflect a player character's use of the item, and cannot be repeated for other members of the party. Experience points for potions and scrolls are awarded only to those who consume or use them.

Roleplaying: The Castle Keeper can also award specific characters experience point bonuses for good roleplaying (or penalties for bad). Again, this is an optional rule and Castle Keepers should use their best judgment in awarding experience points for role playing. Using the Special Ability III bonus in the monster experience chart on page 5-6 is a good measure for bonus experience points, with the hit dice column in the table reflecting the level of the character.

APPENDIX A: POISON

Poisons vary greatly in their effects and costs. There are poisons that destroy the connective tissue of flesh, eat muscle, disrupt synapse firing, block chemical reactions, cause nausea, sleepiness, or simple physical incapacitation for a few hours. The Castle Keeper should be aware that, in a world of magic and multi-planar dimensions, there is virtually no limitation on what a poison can do, how difficult it may be to concoct, or even the value placed upon it. The Castle Keeper is encouraged to develop unique poisons that fit the game's needs and milieu. However, with that consideration in mind, the following guidelines are offered for common poisons.

Whenever a character imbibes or contacts a poison, a saving throw is required to mitigate the effects. Some poisons must be imbibed to have an effect, while other's effects occur with simple contact. These are listed on the chart below. When a character can be affected by a poison, he must make a saving throw. This is a constitution attribute check. In some cases a successful saving throw indicates there is no effect, while in other cases, a successful save simply mitigates the effects in some way. Also, several poisons have their own modification. In general this reflects either the level of the person creating the poison or the potency of the poison.

COST OF POISON

Poisons are very expensive. To determine the cost of a poison, first determine all of its effects and then add together the die rolls required to get those effects. Multiply this number by 100 and you have the cost of the poison. This number can range as the die rolls necessary to create it vary. This variance references market value so the Castle Keeper should feel free to pick any number between the range. For example, if a poison does 1d6x2 damage only it costs 500-1,900gp as its number generation is from 5-19. A poison that does 1d8 points of permanent charisma damage costs 6,000-6,100gp.

MAKING POISONS

Anyone can attempt to make a poison, though very few people are actually trained to do so. To make a poison, first the material must be gathered. The appropriate material is determined by the Castle Keeper. The cost of the material is 20% of the cost of the poison. To make a poison requires a working lab that costs 100gp times the cost of the poison materials. Once materials and a lab have been procured, an intelligence check is required to make the poison. A successful check indicates the poison has been made. There is the possibility that concoction recipes exist. These highly prized items list the material and processes required for creating poisons. Possession of a recipe gives a +10 bonus to the intelligence check when creating that type of potion.

This intelligence check is modified by one's attribute modifier, but not level, except in the case of an assassin. Further, the check is adjusted by cumulative penalties indicated in the parentheses in the tables below. Success indicates the poison is concocted successfully.

Handling poisons can be dangerous. Should anyone handle a poison, either in packing, applying or administering it, they must make a dexterity check to see if they have poisoned themselves. If the check is failed, they may have poisoned themselves. This latter rule must be guided by common sense and applied judiciously and not maliciously. A person pouring a drought of poison into the mouth of a sleeping foe is unlikely to swallow it himself. Please use common sense. Failure of the check requires a constitution save to mitigate the effects.

SPECIAL POISONS

Some rare poisons are listed in the following table. These are the poisons highly sought by assassins and their ilk. As such, many are very powerful. They are listed alphabetically. The notations include the material needed to make them, how they are applied, the damage caused on a successful save followed by the damage caused on an failed save and then the cost.

Aconite: wolfsbane / ingested / dizziness and nausea 1d12 hours / dizziness and nausea 1d4 days / Type I poison, 5gp.

Baneberry: berry / ingested / 2d6 damage / 4d6 damage / Type III poison, 45gp.

Baneberry Overdose: berry in quantity / ingested / incapacitated 12-24 days / death / equals 20 doses of Baneberry above ingested in 24 hour period.

Calabar Bean: bean / ingested / depression and frothing at the mouth, incapacitated for 2d12 hours / paralysis 1d12 days / Type II poison, 15gp.

Cherry Laurel: leaf / ingested or inhaled / 2d10 damage and incapacitated for 1d6 hours / 4d10 damage and paralysis for 2d12 hours / Type IV poison 150gp.

Dead Man's Bell: seeds and flower petals / ingested / hallucinations 2-8 days / permanent catatonia / Type IV poison, 150gp.

Hellhost Root: root / contact / physical attribute checks, saves or attacks -1d3 for 1d4 hours / physical attribute checks, saves or attacks -1d6 for 2d8 hours / Type III poison, 45gp.

Lillith's Tongue: flower petal / contact / wisdom attribute checks -1d3 for 1d6 hours / wisdom attribute checks -1d3 for 2d6 hours / Type III poison, 45gp.

Laurel of rose: petal and root / ingested / permanent catatonia / death / Type V poison, 900gp.

Lotus Petal: flower petal / ingested or inhaled / paralysis 2d12 days / death / Type IV poison, 150gp.

Mother-in-law's tongue: leaf / ingested / headaches and hallucinations for 1d6 days / death from vomiting / Type V poison, 900gp.

Night Locke: root / contact / 2d6 damage and sleep for 1d12 hours / 4d6 damage and sleep for 1d2 weeks / Type IV poison, 150gp.

Rose Laurel: petal and stem / ingested / catatonic state 1d6 hours / catatonic state 1-2 days / Type IV poison, 150gp.

COMMON POISONS

Poisons can be acquired in most environs, in short, anywhere that herbalists, apothecaries, sages and other such professionals dwell. Any of these people would have knowledge on local fauna and flora that contains toxins, deadly and otherwise. Hiring them or paying for their service is a simple matter of contacting them. Of course poisons are not traded commonly, and all herbalists and the like are not going to be willing to sell them. But there are always those who make their living peddling discomfort and death.

The more commonly used and less expensive poisons are listed in the following table. These are the poisons often used by assassins, orcs and their ilk. These are not the most deadly poisons, and are often used on traps and on blades. They are inexpensive to make, and generally the recipes are far easier to acquire. They are listed alphabetically. The notations include the material needed to make them, how they are applied, the damage caused on a successful save followed by the damage caused on a failed save, and then the cost.

Types of Poison

I: Mild poisons that cause skin irritation, drowsiness, nausea and similar affects.

II: Mind altering concoctions that cause hallucinations, confusion, memory loss and similar affects.

III: Serious poisons that impair abilities and cause minor damage.

IV: Severe toxins that can incapacitate, cripple, or cause major damage.

V: Deadly poisons that cause permanent damage or kill.

VI: Rare potions or substances that cause massive permanent damage or kill.

Cost and Poison Affects

Name	Cost*	Successful Save**	Duration	Failed Save	Duration
I	5gp	no effect	Not applicable	-1 physical attributes, -1 initiative	1-3 days
II	15gp	no effect	Not applicable	-1 mental attributes, -1 initiative	1-3 days
III	45gp	1d4 dmg, -1 all secondary attributes	1-2 days	1d8 dmg, -2 all primary attributes	2-6 days
IV	150gp	1d8 dmg, -1 all attribute checks	2-4 days	2d8 dmg, comatose	3-9 days
V	900gp	1d10 dmg, perm. lose 1 point from class's secondary attribute	1-6 days	Death*** or 2d12 dmg & perm. loose 2 points from class's primary attribute	2 week
VI	1800gp	4d10 dmg, perm. lose 1 point from all primary attribures, 2 points from all secondary attributes	Instant	Death	Permanent

* Cost per one dose.

** Saves are made against constitution, all attribute and level bonuses are added.

***Requires second save against constitution, failure means death, success means damage.

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